

Aether Spellbomb ① Artifact {U}, Sacrifice this artifact: Return target creature to its owner's hand. {1}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crop Rotation ⑥ Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crop Rotation ⑥ Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crop Rotation ⑥ Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crop Rotation ⑥ Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Depths Legendary Snow Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Depths Legendary Snow Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Depths Legendary Snow Land 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Reclaimer 6 Creature -- Elf Warrior 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2
Elvish Reclaimer 6 Creature -- Elf Warrior 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2	Expedition Map 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exploration 6 Enchantment You may play an additional land on each of your turns. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exploration 6 Enchantment You may play an additional land on each of your turns. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Life from the Loam Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Life from the Loam Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Life from the Loam Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Life from the Loam ①⑥ Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lush Portico Land -- Forest Plains ({T}: Add {G} or {W}.) 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	Maze of Ith Land {T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maze of Ith Land {T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Maze of Ith Land {T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Diamond ⑧ 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 PLAYbotbox.dev	Mox Diamond ⑧ 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 PLAYbotbox.dev	Mox Diamond ⑧ 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 PLAYbotbox.dev

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Soul-Guide Lantern Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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	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
Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	Yavimaya, Cradle of Growth Legendary Land Each land is a Forest in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blue Elemental Blast Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celestial Purge Instant Exile target black or red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Celestial Purge Instant Exile target black or red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Macabre 1B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Macabre 1B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flusterstorm U Instant Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flusterstorm U Instant Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor 2G G Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor 2G G Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor 2G G Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction Instant {B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	