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Artifact

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{U}, Sacrifice this artifact: Return
target creature to its owner's hand.
{1}, Sacrifice this artifact: Draw a
card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters with a charge counter on it.
 {T}: Add {C}.
 {X}{X}, {T}: Put X charge counters on this land.
 {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.

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Land

This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.

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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.

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G

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.

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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.

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

<div><div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Forest</div><div>Basic Land -- Forest</div><div>(<code>{T}</code>): Add <code>{G}</code>.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Ghost Quarter</div><div>Land</div><div><code>{T}</code>: Add <code>{C}</code>. <code>{T}</code>, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land 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><div><div>Glacial Chasm</div><div>Land</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Horizon Canopy</div><div>Land</div><div><code>{T}</code>, Pay 1 life: Add <code>{G}</code> or <code>{W}</code>. <code>{1}</code>, <code>{T}</code>, Sacrifice this land: Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Karakas</div><div>Legendary Land</div><div><code>{T}</code>: Add <code>{W}</code>. <code>{T}</code>: Return target legendary creature to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>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>Lush Portico</div></div><div>Land -- Forest Plains</div><div>{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.)</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>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>Misty Rainforest</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Mox Diamond⑥</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>Mox Diamond⑥</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>Mox Diamond⑥</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>Mox Diamond⑥</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>Otawara, Soaring City</div><div>Legendary Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pithing Needle①</div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Savannah</div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soul-Guide Lantern①</div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Sphere of Resistance②</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sphere of Resistance②</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sphere of Resistance②</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sphere of Resistance②</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Talon Gates of Madara</div><div>Land -- Gate</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Tropical Island</div><div>Land -- Forest Island</div></div><div>{T}: Add {G} or {U}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div></div><div>(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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div></div><div>(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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div></div><div>(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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div></div><div>(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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Verdant Catacombs</div><div>Land</div></div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Vexing Bauble</div><div>Artifact</div></div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Wasteland</div><div>Land</div></div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Yavimaya, Cradle of Growth</div><div>Legendary Land</div><div>Each land is a Forest in addition to its other land types.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Yavimaya, Cradle of Growth</div><div>Legendary Land</div><div>Each land is a Forest in addition to its other land types.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Deafening Silence</div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Flusterstorm</div><div>Instant</div><div>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.)</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Flusterstorm</div><div>U</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Flusterstorm</div><div>U</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Force of Vigor</div><div>2GG</div></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><div>Force of Vigor</div><div>2GG</div></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><div>Force of Vigor</div><div>2GG</div></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><div>Shadowspear</div><div>1</div></div><div>Legendary Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Surgical Extraction</div><div>BP</div></div><div>Instant</div><div>(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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Surgical Extraction</div><div>BP</div></div><div>Instant</div><div>(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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Surgical Extraction</div><div>BP</div><div>Instant</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swords to Plowshares</div><div>W</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swords to Plowshares</div><div>W</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swords to Plowshares</div><div>W</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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