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| <div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent with mana value 3 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        | <div><div><div>Ancient Tomb</div></div><div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Anvil of Bogardan</div><div><div>2</div></div></div><div><div>Artifact</div><div>Players have no maximum hand size.<br/>At the beginning of each player's draw step, that player draws an additional card, then discards a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Arcane Denial</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Ash Barrens</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bayou</div></div><div><div>Land -- Swamp Forest</div><div>( {T}: Add {B} or {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                  | <div><div><div>Birds of Paradise</div><div><div>G</div></div></div><div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              | <div><div><div>Blighted Fen</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{4}{B}, {T}, Sacrifice this land: Target opponent sacrifices a creature of their choice.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                   |

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| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><b>Bloom Tender</b><div>16</div></div><div>Creature -- Elf Druid</div><div>Vivid -- {T}: For each color among permanents you control, add one mana of that color.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div><b>Bojuka Bog</b></div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |
| <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div>( {T}: Add {G} or {U}.)<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><b>Bring to Light</b><div>36U</div></div><div>Sorcery</div><div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Burgeoning</b><div>6</div></div><div>Enchantment</div><div>Whenever an opponent plays a land, you may put a land card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Cavern of Souls

Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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## Cephalid Coliseum

Land

{T}: Add {U}. This land deals 1 damage to you.

Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards.

Activate only if there are seven or more cards in your graveyard.

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## Chrome Mox

①

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.

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## Command Beacon

Land

{T}: Add {C}.  
{T}, Sacrifice this land: Put your commander into your hand from the command zone.

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## Command Tower

Land

**{T}**: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Counterspell

U U

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crop Rotation

**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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## Crucible of Worlds

③

Artifact

You may play lands from your graveyard.

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| <div><div>Cyclonic Rift</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                       | <div><div>Damnation</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div><div>Destroy all creatures. They can't be regenerated.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                    | <div><div>Dark Petition</div><div><div>3</div><div>B</div><div>B</div></div></div> <div><div>Sorcery</div><div>Search your library for a card, put that card into your hand, then shuffle.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                   | <div><div>Darkwater Catacombs</div><div></div></div> <div><div>Land</div><div>{1}, {T}: Add {U}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          |
| <div><div>Day's Undoing</div><div><div>2</div><div>U</div></div></div> <div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Daze</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Deathrite Shaman</div><div><div>B</div><div>U</div></div></div> <div><div>Creature -- Elf Shaman</div><div>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Dimir Aqueduct</div><div></div></div> <div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {U}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <div>Dryad Arbor</div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Duress</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Dust Bowl</div> <div>Land</div> <div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Elves of Deep Shadow</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {B}. This creature deals 1 damage to you.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                      |
| <div> <div>Engineered Plague</div> <div>Enchantment</div> <div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>       | <div> <div>Essence Scatter</div> <div>Instant</div> <div>Counter target creature spell.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev</div> </div>             | <div> <div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div>Force of Will</div><div><div>3UU</div></div></div> <div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                    | <div><div>Force Spike</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                             | <div><div>Geier Reach Sanitarium</div></div> <div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{2}, {T}: Each player draws a card, then discards a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ghost Quarter</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Glacial Chasm</div></div> <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.)<br/>When this land enters, sacrifice a land.<br/>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>Green Sun's Zenith</div><div><div>XG</div></div></div> <div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Hinterland Harbor</div></div> <div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Horizon Chimera</div><div><div>2GU</div></div></div> <div><div>Creature -- Chimera</div><div>Flash<br/>Flying, trample<br/>Whenever you draw a card, you gain 1 life.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>3/2</div></div>                               |

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| <div> <div>Hymn to Tourach</div> <div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player discards two cards at random.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Imprisoned in the Moon</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature, land, or planeswalker<br/>Enchanted permanent is a colorless land with "{T}: Add {C}" and loses all other card types and abilities.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                         | <div> <div>Inquisition of Kozilek</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                           | <div> <div>Intuition</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Jace, Vryn's Prodigy</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Legendary Creature -- Human Wizard</div> <div> <p>{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.</p> </div> <div> <div>0/2</div> </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Jace, Telepath Unbound</div> <div> <div>LEGENDARY PLANESWALKER</div> <div>-- Jace</div> </div> <div> <p>[+1]: Up to one target creature gets -2/-0 until your next turn.<br/>[-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.<br/>[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."</p> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Legacy's Allure</div> <div> <div>U</div> <div>U</div> </div> </div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, you may put a treasure counter on this enchantment.<br/>Sacrifice this enchantment: Gain control of target creature with power less than or equal to the number of treasure counters on this enchantment. (This effect lasts indefinitely.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Life from the Loam</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Return up to three target land cards from your graveyard to your hand.<br/>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Llanowar Wastes</div> <div> <div>LEGENDARY LAND</div> <div>-- Llanowar</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                              |

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| <div>Lonely Sandbar</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U}.</p> <p>Cycling {U} ({U}, Discard this card: Draw a card.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>       | <div>Lore Broker</div> <div>Creature -- Human Rogue</div> <div> <p>{T}: Each player draws a card, then discards a card.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                 | <div>Marsh Flats</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                  | <div>Maze of Ith</div> <div>Land</div> <div> <p>{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                   |
| <div>Mirri's Guile</div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div>Mox Diamond</div> <div>Artifact</div> <div> <p>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.</p> <p>{T}: Add one mana of any color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div>Oracle of Mul Daya</div> <div>Creature -- Elf Shaman</div> <div> <p>You may play an additional land on each of your turns.</p> <p>Play with the top card of your library revealed.</p> <p>You may play lands from the top of your library.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

## Overgrown Tomb

Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Pact of Negation

Instant

Counter target spell.  
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

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## Phyrexian Revoker

Artifact Creature -- Phyrexian Horror

As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated.

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## Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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## Primeval Titan

Creature -- Giant

Trample  
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

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## Ramunap Excavator

Creature -- Snake Cleric

You may play lands from your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Reclamation Sage

Creature -- Elf Shaman

When this creature enters, you may destroy target artifact or enchantment.

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## Rites of Flourishing (2)(G)

Enchantment

At the beginning of each player's draw step, that player draws an additional card.  
Each player may play an additional land on each of their turns.

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| <div>Scalding Tarn</div> <div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Search for Azcanta①②</div> <div>Legendary Enchantment</div> <div>At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.)</div> <div>----- BACK FACE -----</div> <div>Azcanta, the Sunken Ruin</div> <div>Legendary Land</div> <div>(Transforms from Search for Azcanta.)<br/>{T}: Add {U}.<br/>{2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Snow-Covered Forest</div> <div>Basic Snow Land -- Forest</div> <div>( {T} : Add {G} . )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                      | <div>Snow-Covered Island</div> <div>Basic Snow Land -- Island</div> <div>( {T} : Add {U} . )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         |
| <div>Snow-Covered Swamp</div> <div>Basic Snow Land -- Swamp</div> <div>( {T} : Add {B} . )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         | <div>Song of the Dryads②⑥</div> <div>Enchantment -- Aura</div> <div>Enchant permanent<br/>Enchanted permanent is a colorless Forest land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div>Sorcerous Spyglass②</div> <div>Artifact</div> <div>As this artifact enters, look at an opponent's hand, then choose any card name.<br/>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>Sylvan Library①⑥</div> <div>Enchantment</div> <div>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

**G**

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

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① ②

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

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1 B

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

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④

At the beginning of each player's draw step, that player puts the cards in their hand on the bottom of their library in any order, then draws that many cards.

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**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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② ③

Each player shuffles their hand and graveyard into their library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)

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This land enters tapped.  
{T}: Add {U}.  
Transmute {1}{U}{U} ({1}{U}{U}{U},  
Discard this card: Search your  
library for a card with mana value  
0, reveal it, put it into your hand,  
then shuffle. Transmute only as a  
sorcery.)

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2 B

As an additional cost to cast this spell, pay X life.  
All creatures get -X/-X until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                             |                                                                                                                                                                           |                                                                                                                                                                                                |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Traverse the Ulvenwald</b> ⑥<br><hr/> Sorcery<br><hr/> <p>Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/> Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.</p> | <b>Tropical Island</b><br><hr/> Land -- Forest Island<br><hr/> <p>(<b>{T}</b>: Add <b>{G}</b> or <b>{U}</b>.)</p>                                                                           | <b>Underground Sea</b><br><hr/> Land -- Island Swamp<br><hr/> <p>(<b>{T}</b>: Add <b>{U}</b> or <b>{B}</b>.)</p>                                                          | <b>Verdant Catacombs</b><br><hr/> Land<br><hr/> <p><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</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>Wasteland</b><br><hr/> Land<br><hr/> <p><b>{T}</b>: Add <b>{C}</b>.<br/> <b>{T}</b>, Sacrifice this land: Destroy target nonbasic land.</p>                                                                                                                                                                                                            | <b>Watery Grave</b><br><hr/> Land -- Island Swamp<br><hr/> <p>(<b>{T}</b>: Add <b>{U}</b> or <b>{B}</b>.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> | <b>Windfall</b> ② ①<br><hr/> Sorcery<br><hr/> <p>Each player discards their hand, then draws cards equal to the greatest number of cards a player discarded this way.</p> | <b>Windswept Heath</b><br><hr/> Land<br><hr/> <p><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</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                                                                                                                                          |

## 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 PLAY botbox.dev

## Woodland Cemetery

Land

This land enters tapped unless you control a Swamp or a Forest.  
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leovold, Emissary of Trest (B)(G)(U)

Legendary Creature -- Elf Advisor

Each opponent can't draw more than one card each turn.  
Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, you may draw a card.

[sideboard]

3/3

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