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| <div><div><b>Blast Zone</b></div><div>Land</div><div><p>This land enters with a charge counter on it.</p><p>{T}: Add {C}.</p><p>{X}{X}, {T}: Put X charge counters on this land.</p><p>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bojuka Bog</b></div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, exile target player's graveyard.</p><p>{T}: Add {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                     | <div><div><b>Boseiju, Who Endures</b></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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Boseiju, Who Endures</b></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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Cityscape Leveler</b></div><div>Artifact Creature -- Construct</div><div><p>Trample</p><p>When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.</p><p>Unearth {8}</p></div><div><div>8/8</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         | <div><div><b>Dark Depths</b></div><div>Legendary Snow Land</div><div><p>Dark Depths enters with ten ice counters on it.</p><p>{3}: Remove an ice counter from Dark Depths.</p><p>When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Dark Depths</b></div><div>Legendary Snow Land</div><div><p>Dark Depths enters with ten ice counters on it.</p><p>{3}: Remove an ice counter from Dark Depths.</p><p>When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><b>Exploration</b></div><div>Enchantment</div><div><p>You may play an additional land on each of your turns.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                      |

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| <div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Field of the Dead</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Field of the Dead</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of the Dead</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of the Dead</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       |

## Ghost Quarter

Land

**{T}:** Add **{C}**.  
**{T}**, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Quarter

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target land. Its controller may
search their library for a basic
land card, put it onto the
battlefield, then shuffle.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glacial Chasm

Land

Cumulative upkeep--Pay 2 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

When this land enters, sacrifice a land.

Creatures you control can't attack.

Prevent all damage that would be dealt to you.

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## Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
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.)

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## Karakas

## Legendary Land

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

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**Life from the Loam** (1)(G)

## 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** (1)(G)

## 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** (1)(G)

Sorcery

Return up to three target land cards from your graveyard to your hand.  
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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Life from the Loam</div><div>①⑥</div></div><div>Sorcery</div><div>Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Manabond</div><div>⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, you may reveal your hand and put all land cards from it onto the battlefield. If you do, discard your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Manabond</div><div>⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, you may reveal your hand and put all land cards from it onto the battlefield. If you do, discard your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Manabond</div><div>⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, you may reveal your hand and put all land cards from it onto the battlefield. If you do, discard your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Manabond</div><div>⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, you may reveal your hand and put all land cards from it onto the battlefield. If you do, discard your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div><div>Maze of Ith</div></div><div>Land</div><div>{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>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>                         |

## Misty Rainforest

Land

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

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## Mulch

① ②

## Sorcery

Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mulch

① ②

## Sorcery

Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Muʼch

① ② G

Sorcery

Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Muʼch

① ②

## Sorcery

Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oboro, Palace in the Clouds

## Legendary Land

```
{T}: Add {U}.
{1}: Return Oboro to its owner's
hand.
```

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## Otawara, Soaring City

## Legendary Land

{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.

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## Riftstone Portal

## Land

{T}: Add {C}.

As long as this card is in your graveyard, lands you control have "{T}: Add {G} or {W}."

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## Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)  
This land enters tapped.  
Cycling **{2}** (**{2}**, Discard this card:  
Draw a card.)

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## Land

This land enters tapped unless you control a Forest.  
{T}: Add {G}.  
Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Snow Land -- Forest

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

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## Land - - Cave

This land enters tapped. As it enters, choose a color.

{T}: Add one mana of the chosen color.

{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.

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## Land

```
{T}: Add {C}.
{2}, {T}: This land becomes a copy
of target land, except it has this
ability.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

```
{T}: Add {C}.
{2}, {T}: This land becomes a copy
of target land, except it has this
ability.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
{T}: Add {G}.  
Cycling {G} ({G}, Discard this card:  
Draw a card.)

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| <div><div><b>Tropical Island</b></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  | <div><div><b>Urza's Cave</b></div><div>Land -- Urza's Cave</div><div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice this land:<br/>Search your library for a land card,<br/>put it onto the battlefield tapped,<br/>then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy<br/>target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy<br/>target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             |
| <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy<br/>target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy<br/>target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div><b>Waterlogged Grove</b></div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {U}.<br/>{1}, {T}, Sacrifice this land: Draw<br/>a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Winding Way</b><div>16</div></div><div>Sorcery</div><div>Choose creature or land. Reveal the<br/>top four cards of your library. Put<br/>all cards of the chosen type<br/>revealed this way into your hand and<br/>the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① ②

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

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① ⑥

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

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## Legendary Land

Each land is a Forest in addition to its other land types.

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①

```
{U}, Sacrifice this artifact: Return
target creature to its owner's hand.
{1}, Sacrifice this artifact: Draw a
card.
```

[sidebar]

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①BB

Flying  
Discard this card: Exile up to two  
target cards from graveyards.

```
[sidebar]
```

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Flying  
Discard this card: Exile up to two  
target cards from graveyards.

```
[sidebar]
```

2/2

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2GG

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]

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2GG

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

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①

Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)  
Equip {1}

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1 G U

When Uro enters, sacrifice it unless it escaped.

Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.

Escape-- $\{G\}\{G\}\{U\}\{U\}$ , Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

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```
(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 PLAY botbox.dev

```
(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 PLAY botbox.dev

①

```
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.
```

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| <div><div><div>Vexing Bauble</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Vexing Bauble</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Vexing Bauble</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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