

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery
Destroy all lands.

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Sorcery

Create a 3/3 green Elephant creature token.

Flashback {3}{6} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Disenchant 1 W Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Kor Haven Legendary Land {T}: Add {C}. {1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.	Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.	Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.	Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.
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Meddling Mage (W)(U) Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.	Mox Diamond (9) 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.	Mox Diamond (9) 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.	Mox Diamond (9) 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.
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①

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{T}: Add one mana of any color.

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① ②

Destroy target artifact or enchantment.

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

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Land

{T}: Add {C}.
{1}, {T}: Tap target land.

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W

Instant

Exile target creature. Its controller gains life equal to its power.

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Swords to Plowshares

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Exile target creature. Its controller gains life equal to its power.

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Sylvan Library

① ⑥

Enchantment

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.

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① ② G

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Sylvan Safekeeper

Ⓒ

Creature -- Human Wizard

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

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Terravore

①GG

Creature -- Lhurgoyf

Trample
Terravore's power and toughness are each equal to the number of land cards in all graveyards.

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Terravore 1GG Creature -- Lhurgoyf Trample Terravore's power and toughness are each equal to the number of land cards in all graveyards. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terravore 1GG Creature -- Lhurgoyf Trample Terravore's power and toughness are each equal to the number of land cards in all graveyards. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terravore 1GG Creature -- Lhurgoyf Trample Terravore's power and toughness are each equal to the number of land cards in all graveyards. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treva's Ruins Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {G}, {W}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treva's Ruins Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {G}, {W}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Weathered Wayfarer

W

Creature -- Human Nomad Cleric

{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.

1/1

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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.

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Yavimaya Coast

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1 damage to you.
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Cataclysm

② W W

Sorcery

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

[sidebar]

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Cursed Totem

②

Artifact

Activated abilities of creatures
can't be activated.

[sidebar]

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[sidebar]

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Phyrexian Furnace

①

Artifact

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{T}: Exile the bottom card of target
player's graveyard.
{1}, Sacrifice this artifact: Exile
target card from a graveyard. Draw a
card.
```

[sideboard]

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Phyrexian Furnace 1 Artifact {T}: Exile the bottom card of target player's graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ray of Revelation 1W Instant Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ray of Revelation 1 W Instant Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	