Blasted Landscape

Land

{T}: Add {C}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Capital City

Land -- Town

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
Cycling {2} ({2}, Discard this card: Draw a card.)

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Capital City

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Djeru's Resolve {W}

Instant

Untap target creature. Prevent all damage that would be dealt to it this turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Healer {1}{W}

Creature -- Human Cleric

Whenever you cycle another card, you gain 1 life.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

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Drannith Stinger {1}{R}

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
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Flourishing Fox {W}

Creature -- Fox

Whenever you cycle another card, put a +1/+1 counter on this creature.
Cycling {1} ({1}, Discard this card: Draw a card.)

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fluctuator {2}

Artifact

Cycling abilities you activate cost {2} less to activate.

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Footfall Crater (R)

Enchantment -- Aura

Enchant land
Enchanted land has "{T}: Target creature gains trample and haste until end of turn."
Cycling {1} ({1}, Discard this card: Draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glittering Massif

Land -- Mountain Plains

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

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Go for Blood {1}{R}

Sorcery

Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hollow One {5}

Artifact Creature -- Golem

This spell costs {2} less to cast for each card you've cycled or discarded this turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

4/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

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Jolted Awake (W)

Sorcery

Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marauding Mako (R)

Creature -- Shark Pirate

Whenever you discard one or more cards, put that many +1/+1 counters on this creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rith's Grove

Land -- Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.
{T}: Add {R}, {G}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scattered Groves

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scattered Groves

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered Thicket

Land -- Mountain Forest

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

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({T}: Add {R} or {G}.)
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Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith (3)(B)(B)

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zenith Flare 2RW

Instant

Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Angelsong 1W

Instant

Prevent all combat damage that would be dealt this turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forsake the Worldly 2W

Instant

Exile target artifact or enchantment.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

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Fuel the Flames {2}{R}

Instant

Fuel the Flames deals 2 damage to each creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gallant Strike {1}{W}

Instant

Destroy target creature with toughness 4 or greater.
Cycling {2} ({2}, Discard this card: Draw a card.)

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Sorcery

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Rest in Peace 1W

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

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