

③ ④

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

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③ ④

Destroy all lands.

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②⑥

Create a 3/3 green Elephant creature token.  
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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2 G

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

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④ W W

Flying  
Whenever this creature deals damage,  
you gain that much life.  
Morph {2}{W}{W} (You may cast this  
card face down as a 2/2 creature for  
{3}. Turn it face up any time for  
its morph cost.)

4/5

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| <div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</div></div><div>Creature -- Angel</div><div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div><div>4/5</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> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</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>                                                                                                                                                                     |
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| <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Mox Diamond⑥</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mox Diamond⑥</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Diamond⑥</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Diamond⑥</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Naturalize①⑥</div><div>Instant</div><div><p>Destroy target artifact or enchantment.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       |

① ②

Destroy target artifact or enchantment.

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**G**

Shroud (This creature can't be the target of spells or abilities.)  
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

1/1

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

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>(<code>{T}</code>): Add <code>{W}</code>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Seal of Cleansing</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       |
| <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library</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></div> | <div><div>Sylvan Library</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></div> |

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| <div><div>Sylvan Library</div><div><div>1</div><div>G</div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div></div> <div>Creature -- Lhurgoyf</div> <div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div> <div><div>*/*</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div></div> <div>Creature -- Lhurgoyf</div> <div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div> <div><div>*/*</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div></div> <div>Creature -- Lhurgoyf</div> <div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div> <div><div>*/*</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div></div> <div>Creature -- Lhurgoyf</div> <div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div> <div><div>*/*</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                          | <div><div>Tranquil Thicket</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>Cycling {G} ({G}, Discard this card: Draw a card.)</div> <div><div>*/*</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                 | <div><div>Tranquil Thicket</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>Cycling {G} ({G}, Discard this card: Draw a card.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                           | <div><div>Tranquil Thicket</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>Cycling {G} ({G}, Discard this card: Draw a card.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                           |

## Tranquil Thicket

Land

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

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## Waste land

Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy  
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Waste land

Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy target nonbasic land.

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Creature -- Human Bear Druid

**{T}: Add {G}.**  
Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

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| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    |
| <div><div><div>Cataclysm</div><div>2WW</div><div>Sorcery</div><div>Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cataclysm</div><div>2WW</div><div>Sorcery</div><div>Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Enlightened Tutor</div><div>W</div><div>Instant</div><div>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hidden Gibbons</div><div>G</div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div><div>Hidden Gibbons</div><div>G</div></div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hidden Gibbons</div><div>G</div></div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hidden Gibbons</div><div>G</div></div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               |
| <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div><div>Ray of Revelation</div><div>1W</div></div><div>Instant</div><div>Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Reprisal</div><div>1W</div></div><div>Instant</div><div>Destroy target creature with power 4 or greater. It can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Reprisal <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Destroy target creature with power 4 or greater. It can't be regenerated. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Warmth <div> <div>1</div> <div>W</div> </div> </div> <div> Enchantment </div> <div> Whenever an opponent casts a red spell, you gain 2 life. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Worship <div> <div>3</div> <div>W</div> </div> </div> <div> Enchantment </div> <div> If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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