## Brushland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Forest

Basic Land -- Forest

({T}: Add {G}.)

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({T}: Add {G}.)

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## Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

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## Oath of Druids {1}{G}

Enchantment

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

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## Rishadan Port

Land

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

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## Smokestack (4)

Artifact

At the beginning of your upkeep, you may put a soot counter on this artifact.
At the beginning of each player's upkeep, that player sacrifices a permanent of their choice for each soot counter on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Smokestack (4)

Artifact

At the beginning of your upkeep, you may put a soot counter on this artifact.
At the beginning of each player's upkeep, that player sacrifices a permanent of their choice for each soot counter on this artifact.

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## Smokestack (4)

Artifact

At the beginning of your upkeep, you may put a soot counter on this artifact.
At the beginning of each player's upkeep, that player sacrifices a permanent of their choice for each soot counter on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sphere of Resistance (2)

Artifact

Spells cost {1} more to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Sungrass Prairie

Land

{1}, {T}: Add {G}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares (W)

Instant

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

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

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## Sylvan Library (1)(G)

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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## Terravore (1)(G)(G)

Creature -- Lhurgoyf

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

*/*

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Thermokarst (1)(G)(G)

Sorcery

Destroy target land. If that land was a snow land, you gain 1 life.

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## Thermokarst {1}{G}{G}

Sorcery

Destroy target land. If that land was a snow land, you gain 1 life.

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

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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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## Wild Growth {G}

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

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Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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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**Winter's Grasp** 1GG

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Destroy target land.

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Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Armageddon** 3W

Sorcery

Destroy all lands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Armageddon** 3W

Sorcery

Destroy all lands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Call of the Herd** 2G

Sorcery

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Call of the Herd** 2G

Sorcery

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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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## Call of the Herd {2}{G}

Sorcery

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glowrider {2}{W}

Creature -- Human Cleric

Noncreature spells cost {1} more to cast.

[sideboard]

2/1

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[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Naturalize {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Destroy target artifact or enchantment.

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**Naturalize** {1}{G}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Swords to Plowshares** {W}

Instant

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

[sideboard]

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**Swords to Plowshares** {W}

Instant

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

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