

Armageddon 3 W Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armageddon 3 W Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armageddon 3 W Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aura Mutation G W Instant Destroy target enchantment. Create X 1/1 green Saproling creature tokens, where X is that enchantment's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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

Land

{T}: Add {C}.
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②⑥

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.)

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② ⑥

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2 G

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G

Instant

Choose one --

- * Untap target permanent.
- * Destroy target non-Aura enchantment.
- * Target creature loses flying until end of turn.

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W

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

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4 W W

Creature -- Angel

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.)

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Exalted Angel 4 W W Creature -- Angel 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 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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2GG

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

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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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Ⓒ

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② ① ②

Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.

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② ③ ④

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5 G W

Trample
This creature enters with seven
+1/+1 counters on it.
Whenever this creature deals damage,
you gain that much life.
If damage would be dealt to this
creature, prevent that damage.
Remove a +1/+1 counter from this
creature.

0/0

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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal of Cleansing 1W Enchantment Sacrifice this enchantment: Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

{R}, {T}: Target creature gains first strike until end of turn.
{W}, {T}: Tap target creature.

1/1

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G

{R}, {T}: Target creature gains first strike until end of turn.
{W}, {T}: Tap target creature.

1/1

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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}.

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

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Land

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

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{T}: Add {C}.

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

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Instant
Target creature gets +2/+2 until end of turn.

Instant
Destroy target enchantment.

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Creature -- Human Bear Druid
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{T}: Add {G}.
Threshold -- This creature gets
+3/+3 as long as there are seven or
more cards in your graveyard.
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1/1

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{T}: Add {G}.
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1/1

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

1/1

Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.

2/2

Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.

2/2

Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.

2/2

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aura of Silence1WW Enchantment Artifact and enchantment spells your opponents cast cost {2} more to cast. Sacrifice this enchantment: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carpet of FlowersG Enchantment At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chill1U Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Red1W Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Circle of Protection: Red (1)(W) Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crumble (G) Instant Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Plague (2)(B) Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Enforcer (2)(G)(W) Creature -- Human Nomad Mystic Protection from black Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has flying. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reprisal (1)(W) Instant Destroy target creature with power 4 or greater. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Ground (1)(W) Enchantment Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from the battlefield, return that card to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirit Link (W) Enchantment -- Aura Enchant creature (Target a creature as you cast this. This card enters attached to that creature.) Whenever enchanted creature deals damage, you gain that much life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spiritual Focus (1)(W) Enchantment Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain 16 Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worship 3W Enchantment If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	