

Balustrade Wurm (3)(G)(G) Creature -- Wurm This spell can't be countered. Trample, haste Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balustrade Wurm (3)(G)(G) Creature -- Wurm This spell can't be countered. Trample, haste Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balustrade Wurm (3)(G)(G) Creature -- Wurm This spell can't be countered. Trample, haste Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balustrade Wurm (3)(G)(G) Creature -- Wurm This spell can't be countered. Trample, haste Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cragplate Baloth (5)(G)(G) Creature -- Beast Kicker {2}{G} This spell can't be countered. Hexproof, haste If this creature was kicked, it enters with four +1/+1 counters on it. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cragplate Baloth (5)(G)(G) Creature -- Beast Kicker {2}{G} This spell can't be countered. Hexproof, haste If this creature was kicked, it enters with four +1/+1 counters on it. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cragplate Baloth (5)(G)(G) Creature -- Beast Kicker {2}{G} This spell can't be countered. Hexproof, haste If this creature was kicked, it enters with four +1/+1 counters on it. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cragplate Baloth (5)(G)(G) Creature -- Beast Kicker {2}{G} This spell can't be countered. Hexproof, haste If this creature was kicked, it enters with four +1/+1 counters on it. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

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{T}: Add {C}.
{T}, Sacrifice this land: Add
{C}{C}.
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Eladamri's Vineyard

Enchantment

At the beginning of each player's first main phase, that player adds $\{G\}\{G\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eladamri's Vineyard G

Enchantment

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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	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
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Gaea's Revenge 5 G G Creature -- Elemental This spell can't be countered. Haste This creature can't be the target of nongreen spells or abilities from nongreen sources. 8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Revenge 5 G G Creature -- Elemental This spell can't be countered. Haste This creature can't be the target of nongreen spells or abilities from nongreen sources. 8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Revenge 5 G G Creature -- Elemental This spell can't be countered. Haste This creature can't be the target of nongreen spells or abilities from nongreen sources. 8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Revenge 5 G G Creature -- Elemental This spell can't be countered. Haste This creature can't be the target of nongreen spells or abilities from nongreen sources. 8/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lich's Mastery 3 B B B Legendary Enchantment Hexproof You can't lose the game. Whenever you gain life, draw that many cards. Whenever you lose life, for each 1 life you lost, exile a permanent you control or a card from your hand or graveyard. When Lich's Mastery leaves the battlefield, you lose the game. 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Luminate Primordial 5 W W Creature -- Avatar Vigilance When this creature enters, for each opponent, exile up to one target creature that player controls and that player gains life equal to its power. 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Vineyard G Creature -- Human Wizard At the beginning of each player's first main phase, that player adds {G}{G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Vineyard G Creature -- Human Wizard At the beginning of each player's first main phase, that player adds {G}{G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Primeval Titan (4)(G)(G) Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan (4)(G)(G) Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan (4)(G)(G) Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan (4)(G)(G) Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tinder Farm Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinder Farm Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinder Farm Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinder Farm Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Blessing ①⑥ Sorcery Target player shuffles up to three target cards from their graveyard into their library. Draw a card. When this card is put into your graveyard from your library, shuffle your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Blessing ①⑥ Sorcery Target player shuffles up to three target cards from their graveyard into their library. Draw a card. When this card is put into your graveyard from your library, shuffle your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sorcerous Spyglass ② Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sorcerous Spyglass ② Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sorcerous Spyglass ② Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sorcerous Spyglass ② Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Void Mirror ② Artifact Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Void Mirror ② Artifact Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev