

③ ④

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

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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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2G

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

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     | <div>Gemstone Mine</div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Gemstone Mine</div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gemstone Mine</div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gemstone Mine</div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kor Haven</div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 |

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| <b>Meddling Mage</b> (W)(U)<br>Creature -- Human Wizard<br>As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                    | <b>Meddling Mage</b> (W)(U)<br>Creature -- Human Wizard<br>As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                    | <b>Meddling Mage</b> (W)(U)<br>Creature -- Human Wizard<br>As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                    | <b>Meddling Mage</b> (W)(U)<br>Creature -- Human Wizard<br>As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                    |
| <b>Mox Diamond</b> (0)<br>Artifact<br>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.<br>{T}: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mox Diamond</b> (0)<br>Artifact<br>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.<br>{T}: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mox Diamond</b> (0)<br>Artifact<br>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.<br>{T}: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mox Diamond</b> (0)<br>Artifact<br>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.<br>{T}: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

① ② G

Destroy target artifact or enchantment.

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Basic Land -- Plains

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

① W

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

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## Land

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

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| <div><div>Swords to Plowshares</div><div>W</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>W</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>W</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>W</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>16</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>16</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>16</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 Safekeeper</div><div>6</div><div>Creature -- Human Wizard</div><div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

①GG

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

**\* / \***

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1 G G

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

\* / \*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

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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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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## Land

{T}: Add one mana of any color.  
During your next untap step, as you  
untap your permanents, return this  
land to its owner's hand.

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| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              |
| <div><div>Weathered Wayfarer</div><div>Ⓜ</div><div>Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weathered Wayfarer</div><div>Ⓜ</div><div>Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weathered Wayfarer</div><div>Ⓜ</div><div>Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weathered Wayfarer</div><div>Ⓜ</div><div>Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hidden Gibbons</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> | <div><div><div>Hidden Gibbons</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> | <div><div><div>Hidden Gibbons</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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Destroy target artifact or enchantment.

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®

```
Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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®

```
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* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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①R

Pyroclasm deals 2 damage to each creature.

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Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
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| <div><div>Sphere of Law</div><div><div>3</div><div>W</div></div><div>Enchantment</div><div>If a red source would deal damage to you, prevent 2 of that damage.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sphere of Law</div><div><div>3</div><div>W</div></div><div>Enchantment</div><div>If a red source would deal damage to you, prevent 2 of that damage.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sphere of Law</div><div><div>3</div><div>W</div></div><div>Enchantment</div><div>If a red source would deal damage to you, prevent 2 of that damage.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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