

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	Birds of Paradise 6 Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev
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Fact or Fiction 3 U Instant Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kor Haven Legendary Land {T}: Add {C}. {1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Enforcer2GW 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mystic Enforcer2GW 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize1G Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize1G Instant Destroy target artifact or enchantment. 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	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stifle Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Treva's Ruins

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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Weathered Wayfarer

Creature -- Human Nomad Cleric

{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.

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Weathered Wayfarer

Creature -- Human Nomad Cleric

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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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Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.) [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gaea's Blessing 1 G 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 1 G 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	Meddling Mage W U Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Meddling Mage W U Creature -- Human Wizard As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Tranquil Domain

16

Instant

Destroy all non-Aura enchantments.

[sideboard]

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[sideboard]

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Tranquil Domain

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