

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	Armageddon 3 W Sorcery Destroy all lands. 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	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	Fire 1 R Instant Fire deals 2 damage divided as you choose among one or two targets. ----- RIGHT HALF ----- Ice 1 U Instant Tap target permanent. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Instant Fire deals 2 damage divided as you choose among one or two targets. 1R ----- RIGHT HALF ----- Ice Instant Tap target permanent. Draw a card. 1U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

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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.

{T}: Add one mana of any color.

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Destroy target artifact or enchantment.

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① ⑥

Destroy target artifact or enchantment.

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Ⓒ

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.

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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.

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Nimble Mongoose 6 Creature -- Mongoose 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rith's Grove Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {R}, {G}, or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rith's Grove Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {R}, {G}, or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sec1uded Steppe

Land

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

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Secluded Steppe

Land

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

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Swords to Plowshares

W

Instant

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

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Swords to Plowshares

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

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Sylvan Library

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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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Sylvan Library 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terravore Creature -- Lhurgoyf Trample Terravore's power and toughness are each equal to the number of land cards in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terravore Creature -- Lhurgoyf Trample Terravore's power and toughness are each equal to the number of land cards in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Terravore Creature -- Lhurgoyf Trample Terravore's power and toughness are each equal to the number of land cards in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terravore Creature -- Lhurgoyf Trample Terravore's power and toughness are each equal to the number of land cards in all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.)	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.
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Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.	Weathered Wayfarer W 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. 1/1	Weathered Wayfarer W 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. 1/1	Weathered Wayfarer W 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. 1/1
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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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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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G W

Instant

Target player gains 7 life.

[sidebar]

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Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

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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.

[sideboard]

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Instant

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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[sidebar]

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Pyroblast (R) Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ray of Revelation (1)(W) Instant Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ray of Revelation (1)(W) Instant Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Red Elemental Blast (R) Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Warmth 1 W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warmth 1 W Enchantment Whenever an opponent casts a red spell, you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zuran Orb 0 Artifact Sacrifice a land: You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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