

① W

Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add
{W}{B}.
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This land enters tapped.
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① ② ③

Discard two cards: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

3/4

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① G W

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3/4

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Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Add one
mana of any color.
```

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Balancing Act 2WW Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Balancing Act 2WW Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Balancing Act 2WW Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barbed Sextant 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① R

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{1}, {T}, Sacrifice this artifact:
Add one mana of any color. Draw a
card. (Activate only as an instant.)

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{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

```
This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add
{R}{R}.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

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

Dwarven Ruins Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geothermal Crevice Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geothermal Crevice Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Havenwood Battleground Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Ruins of Trokair

Land

This land enters tapped.
 {T}: Add {W}.
 {T}, Sacrifice this land: Add
 {W}{W}.

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Swords to Plowshares

Instant

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

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Terravore 1GG

Creature -- Lhurgoyf

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

* / *

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Terravore (1)(G)(G)

Creature -- Lhurgoyf

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

* / *

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Tinder Farm Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinder Farm Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinder Farm Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinder Farm Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abeyance 1W Instant Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Balancing Act 2WW Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chill 1U Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chill 1U Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hull Breach Sorcery Choose one -- * Destroy target artifact. * Destroy target enchantment. * Destroy target artifact and target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overmaster Sorcery The next instant or sorcery spell you cast this turn can't be countered. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroclasm Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ray of Revelation 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

Recoup 1R Sorcery Target sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (Mana cost includes color.) Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roar of the Wurm 6G Sorcery Create a 6/6 green Wurm creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquility 2G Sorcery Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	