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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Armageddon<div>3W</div></div><div>Sorcery</div><div>Destroy all lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          |
| <div><div>Armageddon<div>3W</div></div><div>Sorcery</div><div>Destroy all lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

② ② W

{1}{W}, {T}, Discard a card: Destroy target artifact or enchantment.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying  
Whenever this creature deals damage,  
you gain that much life.  
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card face down as a 2/2 creature for  
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its morph cost.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Noncreature spells cost {1} more to cast.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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Noncreature spells cost {1} more to
cast.
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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Noncreature spells cost {1} more to
cast.
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Glowrider</b> (2)(W)<br>Creature -- Human Cleric<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Haunted Angel</b> (2)(W)<br>Creature -- Angel<br>Flying<br>When this creature dies, exile it and each other player creates a 3/3 black Angel creature token with flying.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Haunted Angel</b> (2)(W)<br>Creature -- Angel<br>Flying<br>When this creature dies, exile it and each other player creates a 3/3 black Angel creature token with flying.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Haunted Angel</b> (2)(W)<br>Creature -- Angel<br>Flying<br>When this creature dies, exile it and each other player creates a 3/3 black Angel creature token with flying.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Haunted Angel</b> (2)(W)<br>Creature -- Angel<br>Flying<br>When this creature dies, exile it and each other player creates a 3/3 black Angel creature token with flying.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mother of Runes</b> (W)<br>Creature -- Human Cleric<br>{T}: Target creature you control gains protection from the color of your choice until end of turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Mother of Runes</b> (W)<br>Creature -- Human Cleric<br>{T}: Target creature you control gains protection from the color of your choice until end of turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Mother of Runes</b> (W)<br>Creature -- Human Cleric<br>{T}: Target creature you control gains protection from the color of your choice until end of turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                |

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| <div><div>Parallax Wave</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Parallax Wave</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Parallax Wave</div><div><div>2</div><div>W</div><div>W</div></div><div>Enchantment</div><div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Reverent Mantra

③ ④ W

Instant

You may exile a white card from your hand rather than pay this spell's mana cost. Choose a color. All creatures gain protection from the chosen color until end of turn.

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

## Rishadan Port

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Savannah Lions

W

Creature -- Cat

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Savannah Lions

W

Creature -- Cat

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Savannah Lions</div><div>Ⓢ</div><div>Creature -- Cat</div><div></div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          | <div><div>Savannah Lions</div><div>Ⓢ</div><div>Creature -- Cat</div><div></div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          | <div><div>Seal of Cleansing</div><div>1Ⓢ</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          | <div><div>Seal of Cleansing</div><div>1Ⓢ</div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          |
| <div><div>Soltari Champion</div><div>2Ⓢ</div><div>Creature -- Soltari Soldier</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>Whenever this creature attacks, other creatures you control get +1/+1 until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soltari Champion</div><div>2Ⓢ</div><div>Creature -- Soltari Soldier</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>Whenever this creature attacks, other creatures you control get +1/+1 until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soltari Champion</div><div>2Ⓢ</div><div>Creature -- Soltari Soldier</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>Whenever this creature attacks, other creatures you control get +1/+1 until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soltari Champion</div><div>2Ⓢ</div><div>Creature -- Soltari Soldier</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>Whenever this creature attacks, other creatures you control get +1/+1 until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Swords to Plowshares</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>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>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>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>Absolute Law</div><div>Enchantment</div><div>All creatures have protection from red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Absolute Law</div><div>Enchantment</div><div>All creatures have protection from red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cursed Totem</div><div>Artifact</div><div>Activated abilities of creatures can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |

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| <div><div>Cursed Totem②</div><div>Artifact</div><div>Activated abilities of creatures can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Disenchant①W</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div>Disenchant①W</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Furnace①</div><div>Artifact</div><div>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Phyrexian Furnace①</div><div>Artifact</div><div>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Furnace①</div><div>Artifact</div><div>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sphere of Resistance②</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sphere of Resistance②</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            |

## Artifact

Spells cost {1} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Artifact

Spells cost {1} more to cast.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enchantment

Whenever an opponent casts a red spell, you gain 2 life.

[sideboard]

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