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| <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Brass</div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        |

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| <div><div><div>Crystalline Sliver</div><div><div>W</div><div>U</div></div></div><div><div>Creature -- Sliver</div><div>All Slivers have shroud. (They can't be the targets of spells or abilities.)</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Crystalline Sliver</div><div><div>W</div><div>U</div></div></div><div><div>Creature -- Sliver</div><div>All Slivers have shroud. (They can't be the targets of spells or abilities.)</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Crystalline Sliver</div><div><div>W</div><div>U</div></div></div><div><div>Creature -- Sliver</div><div>All Slivers have shroud. (They can't be the targets of spells or abilities.)</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Crystalline Sliver</div><div><div>W</div><div>U</div></div></div><div><div>Creature -- Sliver</div><div>All Slivers have shroud. (They can't be the targets of spells or abilities.)</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Disenchant</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                  | <div><div><div>Disenchant</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                  | <div><div><div>Disenchant</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                  | <div><div><div>Disenchant</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                  |

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| <div><div>Earthquake</div><div><div>X</div><div>R</div></div></div> <div>Sorcery</div> <div>Earthquake deals X damage to each creature without flying and each player.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                      | <div><div>Earthquake</div><div><div>X</div><div>R</div></div></div> <div>Sorcery</div> <div>Earthquake deals X damage to each creature without flying and each player.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                      | <div><div>Essence Sliver</div><div><div>3</div><div>W</div></div></div> <div>Creature -- Sliver</div> <div>Whenever a Sliver deals damage, its controller gains that much life.</div> <div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Essence Sliver</div><div><div>3</div><div>W</div></div></div> <div>Creature -- Sliver</div> <div>Whenever a Sliver deals damage, its controller gains that much life.</div> <div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>               | <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>               |

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| <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> | <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> | <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> | <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> |
| <div><div>Hibernation SliverUB</div><div>Creature -- Sliver</div><div>All Slivers have "Pay 2 life: Return this permanent to its owner's hand."</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Hibernation SliverUB</div><div>Creature -- Sliver</div><div>All Slivers have "Pay 2 life: Return this permanent to its owner's hand."</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Muscle Sliver16</div><div>Creature -- Sliver</div><div>All Sliver creatures get +1/+1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Muscle Sliver16</div><div>Creature -- Sliver</div><div>All Sliver creatures get +1/+1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Muscle Sliver16</div><div>Creature -- Sliver</div><div>All Sliver creatures get +1/+1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Muscle Sliver16</div><div>Creature -- Sliver</div><div>All Sliver creatures get +1/+1.</div><div>1/1</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><div><div>Plated Sliver</div><div>Ⓢ</div></div><div><div>Creature -- Sliver</div><div>All Sliver creatures get +0/+1.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                         | <div><div><div>Plated Sliver</div><div>Ⓢ</div></div><div><div>Creature -- Sliver</div><div>All Sliver creatures get +0/+1.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                         | <div><div><div>Plated Sliver</div><div>Ⓢ</div></div><div><div>Creature -- Sliver</div><div>All Sliver creatures get +0/+1.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                         | <div><div><div>Plated Sliver</div><div>Ⓢ</div></div><div><div>Creature -- Sliver</div><div>All Sliver creatures get +0/+1.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                         |
| <div><div><div>Portent</div><div>Ⓢ</div></div><div><div>Sorcery</div><div>Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.<br/>Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Portent</div><div>Ⓢ</div></div><div><div>Sorcery</div><div>Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.<br/>Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Portent</div><div>Ⓢ</div></div><div><div>Sorcery</div><div>Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.<br/>Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Portent</div><div>Ⓢ</div></div><div><div>Sorcery</div><div>Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.<br/>Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>Thran Quarry</div><div>Land</div><div>At the beginning of the end step, if you control no creatures, sacrifice this land.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treva's Ruins</div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {G}, {W}, or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treva's Ruins</div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {G}, {W}, or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Undiscovered Paradise</div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Winged Sliver</div><div>①①</div></div><div><div>Creature -- Sliver</div><div>All Sliver creatures have flying.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Winged Sliver</div><div>①①</div></div><div><div>Creature -- Sliver</div><div>All Sliver creatures have flying.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Winged Sliver</div><div>①①</div></div><div><div>Creature -- Sliver</div><div>All Sliver creatures have flying.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Winged Sliver</div><div>①①</div></div><div><div>Creature -- Sliver</div><div>All Sliver creatures have flying.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                        |
| <div><div><div>Annu1</div><div>①</div></div><div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Annu1</div><div>①</div></div><div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Armageddon</div><div>③④</div></div><div><div>Sorcery</div><div>Destroy all lands.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                      | <div><div><div>Engineered Plague</div><div>②③</div></div><div><div>Enchantment</div><div>As this enchantment enters, choose a creature type.<br/>All creatures of the chosen type get -1/-1.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |



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| <div> <div> Tranquil Domain <div> 1 6 </div> </div> <div> Instant </div> <div> Destroy all non-Aura enchantments.<br/> <br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Worship <div> 3 W </div> </div> <div> Enchantment </div> <div> If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.<br/> <br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Worship <div> 3 W </div> </div> <div> Enchantment </div> <div> If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.<br/> <br/> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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