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| <div><div><div>Birds of Paradise</div><div>6</div></div><div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                        | <div><div><div>Birds of Paradise</div><div>6</div></div><div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                        | <div><div><div>Birds of Paradise</div><div>6</div></div><div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                        | <div><div><div>Birds of Paradise</div><div>6</div></div><div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                        |
| <div><div><div>City of Brass</div><div></div></div><div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>City of Brass</div><div></div></div><div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>City of Brass</div><div></div></div><div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>City of Brass</div><div></div></div><div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you.</div><div>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</div></div><div>Creature -- Angel</div><div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>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.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</div></div><div>Creature -- Angel</div><div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>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.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</div></div><div>Creature -- Angel</div><div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>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.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T} ): Add {G} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      |

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                     | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                       | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Genesis</div><div>4G</div><div>Creature -- Incarnation</div><div>At the beginning of your upkeep, if this creature is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gilded Drake</div><div>1U</div><div>Creature -- Drake</div><div>Flying<br/>When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.</div><div>3/3</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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| <b>Masticore</b> (4)<br>Artifact Creature -- Masticore<br><hr/> At the beginning of your upkeep, sacrifice this creature unless you discard a card.<br>{2}: This creature deals 1 damage to target creature.<br>{2}: Regenerate this creature.<br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Meddling Mage</b> (W)(U)<br>Creature -- Human Wizard<br><hr/> As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Meddling Mage</b> (W)(U)<br>Creature -- Human Wizard<br><hr/> As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Meddling Mage</b> (W)(U)<br>Creature -- Human Wizard<br><hr/> As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                  |
| <b>Meddling Mage</b> (W)(U)<br>Creature -- Human Wizard<br><hr/> As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                            | <b>Mother of Runes</b> (W)<br>Creature -- Human Cleric<br><hr/> {T}: Target creature you control gains protection from the color of your choice until end of turn.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <b>Mother of Runes</b> (W)<br>Creature -- Human Cleric<br><hr/> {T}: Target creature you control gains protection from the color of your choice until end of turn.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <b>Nantuko Vigilante</b> (3)(G)<br>Creature -- Insect Druid Mutant<br><hr/> Morph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)<br>When this creature is turned face up, destroy target artifact or enchantment.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

## Plains

## Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Quirion Ranger

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Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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## Spike Feeder

①GG

Creature -- Spike

This creature enters with two +1/+1 counters on it.

{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.

Remove a +1/+1 counter from this creature: You gain 2 life.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Squee, Goblin Nabob

② ③

Legendary Creature -- Goblin

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Survival of the Fittest ①⑥

① ⑥

## Enchantment

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Survival of the Fittest ①⑥

① ②

## Enchantment

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

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| <div><div>Survival of the Fittest 16</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Survival of the Fittest 16</div><div>Enchantment</div><div>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares W</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 W</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 W</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 W</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>Sylvan Library 16</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library 16</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Sylvan Library</b> (1)(G)<br><hr/> Enchantment<br><hr/> <p>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.</p> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sylvan Safekeeper</b> (G)<br><hr/> Creature -- Human Wizard<br><hr/> <p>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Thornscape Battlemage</b> (2)(G)<br><hr/> Creature -- Elf Wizard<br><hr/> <p>Kicker {R} and/or {W} (You may pay an additional {R} and/or {W} as you cast this spell.)<br/> When this creature enters, if it was kicked with its {R} kicker, it deals 2 damage to any target.<br/> When this creature enters, if it was kicked with its {W} kicker, destroy target artifact.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Tradewind Rider</b> (3)(U)<br><hr/> Creature -- Spirit<br><hr/> <p>Flying<br/> {T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.</p> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Wall of Blossoms</b> (1)(G)<br><hr/> Creature -- Plant Wall<br><hr/> <p>Defender<br/> When this creature enters, draw a card.</p> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                           | <b>Wall of Blossoms</b> (1)(G)<br><hr/> Creature -- Plant Wall<br><hr/> <p>Defender<br/> When this creature enters, draw a card.</p> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                          | <b>Wall of Roots</b> (1)(G)<br><hr/> Creature -- Plant Wall<br><hr/> <p>Defender<br/> Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</p> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                             | <b>Wall of Roots</b> (1)(G)<br><hr/> Creature -- Plant Wall<br><hr/> <p>Defender<br/> Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</p> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>          |

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| <div><div>Wall of Roots</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Plant Wall</div><div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div><div><div>0/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Windswept Heath</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Windswept Heath</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Windswept Heath</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    | <div><div>Annul</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div><div>Annul</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div><div>Armageddon</div><div><div>3</div><div>W</div></div></div> <div><div>Sorcery</div><div>Destroy all lands.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                         |

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| <b>Armageddon</b> (3)(W)<br><hr/> Sorcery<br><hr/> Destroy all lands.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <b>Goblin Sharpshooter</b> (2)(R)<br><hr/> Creature -- Goblin<br><hr/> This creature doesn't untap during your untap step.<br>Whenever a creature dies, untap this creature.<br>{T}: This creature deals 1 damage to any target.<br><br>[sideboard] <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Naturalize</b> (1)(G)<br><hr/> Instant<br><hr/> Destroy target artifact or enchantment.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                    | <b>Naturalize</b> (1)(G)<br><hr/> Instant<br><hr/> Destroy target artifact or enchantment.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 |
| <b>Phyrexian Furnace</b> (1)<br><hr/> Artifact<br><hr/> {T}: Exile the bottom card of target player's graveyard.<br>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Phyrexian Furnace</b> (1)<br><hr/> Artifact<br><hr/> {T}: Exile the bottom card of target player's graveyard.<br>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <b>Radiant's Dragoons</b> (3)(W)<br><hr/> Creature -- Human Soldier<br><hr/> Echo {3}{W} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)<br>When this creature enters, you gain 5 life.<br><br>[sideboard] <div>2/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Ray of Revelation</b> (1)(W)<br><hr/> Instant<br><hr/> Destroy target enchantment.<br>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Simoon</div><div><div>R</div><div>G</div></div></div><div><div>Instant</div><div>Simoon deals 1 damage to each creature target opponent controls.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Simoon</div><div><div>R</div><div>G</div></div></div><div><div>Instant</div><div>Simoon deals 1 damage to each creature target opponent controls.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Tsabo's Web</div><div><div>2</div></div></div><div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Tsabo's Web</div><div><div>2</div></div></div><div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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