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| <div><div>Adarkar Wastes</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div><div>Aluren2GG</div><div>Enchantment</div><div>Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Aluren2GG</div><div>Enchantment</div><div>Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Aluren2GG</div><div>Enchantment</div><div>Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Aluren2GG</div><div>Enchantment</div><div>Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Birds of ParadiseG</div><div>Creature -- Bird</div><div><div>Flying</div><div>{T}: Add one mana of any color.</div></div><div>0/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     | <div><div>Birds of ParadiseG</div><div>Creature -- Bird</div><div><div>Flying</div><div>{T}: Add one mana of any color.</div></div><div>0/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     | <div><div>Birds of ParadiseG</div><div>Creature -- Bird</div><div><div>Flying</div><div>{T}: Add one mana of any color.</div></div><div>0/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     |

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| <div><div><div>Birds of Paradise</div><div><div>G</div></div></div><div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div><div><div>0/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Cavern Harpy</div><div><div>U</div><div>B</div></div></div><div><div>Creature -- Harpy Beast</div><div>Flying<br/>When this creature enters, return a blue or black creature you control to its owner's hand.<br/>Pay 1 life: Return this creature to its owner's hand.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Cavern Harpy</div><div><div>U</div><div>B</div></div></div><div><div>Creature -- Harpy Beast</div><div>Flying<br/>When this creature enters, return a blue or black creature you control to its owner's hand.<br/>Pay 1 life: Return this creature to its owner's hand.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>City of Brass</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>City of Brass</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>City of Brass</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                         | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></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>Man-o'-War2U</div><div>Creature -- Jellyfish</div><div>When this creature enters, return target creature to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Man-o'-War2U</div><div>Creature -- Jellyfish</div><div>When this creature enters, return target creature to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |
| <div><div>Man-o'-War2U</div><div>Creature -- Jellyfish</div><div>When this creature enters, return target creature to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meddling MageWU</div><div>Creature -- Human Wizard</div><div>As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meddling MageWU</div><div>Creature -- Human Wizard</div><div>As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meddling MageWU</div><div>Creature -- Human Wizard</div><div>As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Monk Realist</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Monk Cleric</div><div>When this creature enters, destroy target enchantment.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                              | <div><div>Raven Familiar</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Bird</div><div>Flying<br/>Echo {2}{U} (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, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raven Familiar</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Bird</div><div>Flying<br/>Echo {2}{U} (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, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Raven Familiar</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Bird</div><div>Flying<br/>Echo {2}{U} (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, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Raven Familiar</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Bird</div><div>Flying<br/>Echo {2}{U} (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, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Reflecting Pool</div></div> <div><div>Land</div><div>{T}: Add one mana of any type that a land you control could produce.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                          | <div><div>Reflecting Pool</div></div> <div><div>Land</div><div>{T}: Add one mana of any type that a land you control could produce.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                          |

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| <b>Spike Feeder</b> ①⑥⑥<br>Creature -- Spike<br>This creature enters with two +1/+1 counters on it.<br>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.<br>Remove a +1/+1 counter from this creature: You gain 2 life.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spike Feeder</b> ①⑥⑥<br>Creature -- Spike<br>This creature enters with two +1/+1 counters on it.<br>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.<br>Remove a +1/+1 counter from this creature: You gain 2 life.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spike Feeder</b> ①⑥⑥<br>Creature -- Spike<br>This creature enters with two +1/+1 counters on it.<br>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.<br>Remove a +1/+1 counter from this creature: You gain 2 life.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Squee, Goblin Nabob</b> ②②R<br>Legendary Creature -- Goblin<br>At the beginning of your upkeep, you may return this card from your graveyard to your hand.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      |
| <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                            | <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                            | <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                            | <b>Survival of the Fittest</b> ①⑥<br>Enchantment<br>{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Swords to Plowshares</div> <div>W</div> </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>Swords to Plowshares</div> <div>W</div> </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>Sylvan Library</div> <div>1G</div> </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>Treva's Ruins</div> </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. {T}: Add {G}, {W}, or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Uktabi Orangutan</div> <div>2G</div> </div> <div>Creature -- Ape</div> <div>When this creature enters, destroy target artifact.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Undiscovered Paradise</div> </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> <div>Wall of Blossoms</div> <div>1G</div> </div> <div>Creature -- Plant Wall</div> <div>Defender<br/>When this creature enters, draw a card.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                             | <div> <div>Wall of Blossoms</div> <div>1G</div> </div> <div>Creature -- Plant Wall</div> <div>Defender<br/>When this creature enters, draw a card.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    |

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| <div><div>Wall of Roots</div><div><div>1</div><div>6</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>Wall of Roots</div><div><div>1</div><div>6</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>Wall of Roots</div><div><div>1</div><div>6</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>Wall of Roots</div><div><div>1</div><div>6</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>Windswept Heath</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div><div>Windswept Heath</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div><div>Windswept Heath</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div><div>Windswept Heath</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      |

## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

{T}: Add {C}.  
{T}: Add {G} or {U}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya Coast

Land

```
{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Creature -- Human Wizard

When this creature enters, you may return target enchantment card from your graveyard to your hand.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Sorcerv

Target player shuffles up to three target cards from their graveyard into their library.  
Draw a card.  
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Sorcerv

Target player shuffles up to three target cards from their graveyard into their library.  
Draw a card.  
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Drake

**Flying**  
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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Choose one --<br/>           * Counter target spell if it's red.<br/>           * Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                          | <div> <div>Meddling Mage</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>As this creature enters, choose a nonland card name.<br/>           Spells with the chosen name can't be cast.</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Naturalize</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           | <div> <div>Naturalize</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                              |
| <div> <div>Ray of Revelation</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Destroy target enchantment.<br/>           Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                              | <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sylvan Library</div> <div> <div>1</div> <div>G</div> </div> </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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

**G**

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

**G**

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

Ⓒ

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev