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| <b>Arrogant Wurm</b> ③⑥⑥<br>Creature -- Wurm<br>Trample<br>Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Arrogant Wurm</b> ③⑥⑥<br>Creature -- Wurm<br>Trample<br>Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Arrogant Wurm</b> ③⑥⑥<br>Creature -- Wurm<br>Trample<br>Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Basking Rootwalla</b> ⑥<br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Basking Rootwalla</b> ⑥<br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Basking Rootwalla</b> ⑥<br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Basking Rootwalla</b> ⑥<br>Creature -- Lizard<br>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.<br>Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Birds of Paradise</b> ⑥<br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br>0/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                      |

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| <div><div><div>Birds of Paradise</div><div>ⓖ</div></div><div>Creature -- Bird</div><div>Flying<br/>{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>Birds of Paradise</div><div>ⓖ</div></div><div>Creature -- Bird</div><div>Flying<br/>{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>Birds of Paradise</div><div>ⓖ</div></div><div>Creature -- Bird</div><div>Flying<br/>{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>Bone Shredder</div><div>2ⓑ</div></div><div>Creature -- Phyrexian Minion</div><div>Flying<br/>Echo {2}{B} (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, destroy target nonartifact, nonblack creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Cabal Therapy</div><div>ⓑ</div></div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cabal Therapy</div><div>ⓑ</div></div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cabal Therapy</div><div>ⓑ</div></div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cabal Therapy</div><div>ⓑ</div></div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        |

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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>Darigaaz's Caldera</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 {B}, {R}, or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</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>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                     |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gaea's Cradle</div> <div>Legendary Land</div> <div>{T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> |

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| <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                           | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Krovikan Horror</div><div>Creature -- Horror Spirit</div><div><p>At the beginning of the end step, if this card is in your graveyard with a creature card directly above it, you may return this card to your hand.</p><p>{1}, Sacrifice a creature: This creature deals 1 damage to any target.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Krovikan Horror</div><div>Creature -- Horror Spirit</div><div><p>At the beginning of the end step, if this card is in your graveyard with a creature card directly above it, you may return this card to your hand.</p><p>{1}, Sacrifice a creature: This creature deals 1 damage to any target.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Krovikan Horror</div><div>Creature -- Horror Spirit</div><div><p>At the beginning of the end step, if this card is in your graveyard with a creature card directly above it, you may return this card to your hand.</p><p>{1}, Sacrifice a creature: This creature deals 1 damage to any target.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Llanowar Wastes</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {B} or {G}. This land deals 1 damage to you.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                  | <div><div>Llanowar Wastes</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {B} or {G}. This land deals 1 damage to you.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                            | <div><div>Llanowar Wastes</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {B} or {G}. This land deals 1 damage to you.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                            |

| Land                                                  |
|-------------------------------------------------------|
| {T}: Add {C}.                                         |
| {T}: Add {B} or {G}. This land deals 1 damage to you. |

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

**Creature -- Insect Druid Mutant**

Morph {1}{6} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

When this creature is turned face up, destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Legendary Creature -- Goblin

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Legendary Creature -- Goblin

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Legendary Creature -- Goblin

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Enchantment

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{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 hotbox.dev

Enchantment

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{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 bothox.dev

Enchantment

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{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><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><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                      | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                      | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                      |
| <div><div><div>Wild Mongrel 16</div><div>Creature -- Dog</div><div>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                       | <div><div><div>Wild Mongrel 16</div><div>Creature -- Dog</div><div>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Wild Mongrel 16</div><div>Creature -- Dog</div><div>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Wild Mongrel 16</div><div>Creature -- Dog</div><div>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Zombie Infestation</div><div>①B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div><div>Zombie Infestation</div><div>①B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Zombie Infestation</div><div>①B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Zombie Infestation</div><div>①B</div></div><div>Enchantment</div><div>Discard two cards: Create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          |
| <div><div><div>Bone Shredder</div><div>②B</div></div><div>Creature -- Phyrexian Minion</div><div>Flying<br/>Echo {2}{B} (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, destroy target nonartifact, nonblack creature.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Engineered Plague</div><div>②B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Engineered Plague</div><div>②B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Firestorm</div><div>R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard X cards.<br/>Firestorm deals X damage to each of X targets.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Firestorm</b> <span>(R)</span><br>Instant<br>As an additional cost to cast this spell, discard X cards. Firestorm deals X damage to each of X targets.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Graveborn Muse</b> <span>(2)(B)(B)</span><br>Creature -- Zombie Spirit<br>At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev3/3</div> | <b>Masticore</b> <span>(4)</span><br>Artifact Creature -- Masticore<br>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><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev4/4</div> | <b>Naturalize</b> <span>(1)(G)</span><br>Instant<br>Destroy target artifact or enchantment.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  |
| <b>Naturalize</b> <span>(1)(G)</span><br>Instant<br>Destroy target artifact or enchantment.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               | <b>Naturalize</b> <span>(1)(G)</span><br>Instant<br>Destroy target artifact or enchantment.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                          | <b>Ray of Revelation</b> <span>(1)(W)</span><br>Instant<br>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>                                                              | <b>Smother</b> <span>(1)(B)</span><br>Instant<br>Destroy target creature with mana value 3 or less. It can't be regenerated.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> <b>Tsabo's Web</b> <div>2</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> <div>[sideboard]</div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Uktabi Orangutan</b> <div>26</div> </div> <div> Creature -- Ape </div> <div> When this creature enters, destroy target artifact. </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Withered Wretch</b> <div>B B</div> </div> <div> Creature -- Zombie Cleric </div> <div> {1}: Exile target card from a graveyard. </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
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