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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>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>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       |
| <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mishra's Factory</div> <div>Land</div> <div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Mishra's Factory</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div>Mishra's Factory</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div>Mishra's Factory</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div><div><div><div>{T}: Add {R}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                        |
| <div><div>Mox Diamond</div><div>Artifact</div><div><div><div><div>If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.</div><div>{T}: Add one mana of any color.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mox Diamond</div><div>Artifact</div><div><div><div><div>If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.</div><div>{T}: Add one mana of any color.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mox Diamond</div><div>Artifact</div><div><div><div><div>If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.</div><div>{T}: Add one mana of any color.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mox Diamond</div><div>Artifact</div><div><div><div><div>If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.</div><div>{T}: Add one mana of any color.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

① ② G

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Pyroclasm deals 2 damage to each creature.

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Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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Spells cost {1} more to cast.

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Spells cost {1} more to cast.

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Spells cost {1} more to cast.

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CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Sphere of Resistance2</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Stone Rain2R</div><div>Sorcery</div><div>Destroy target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 | <div><div>Stone Rain2R</div><div>Sorcery</div><div>Destroy target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 | <div><div>Stone Rain2R</div><div>Sorcery</div><div>Destroy target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 |
| <div><div>Sylvan Library16</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 Library16</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 Library16</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 Library16</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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| <div><div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div></div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div><div>*/*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div></div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div><div>*/*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div></div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div><div>*/*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></div></div><div>Creature -- Lhurgoyf</div><div>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</div><div><div><div>*/*</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |
| <div><div><div>Treetop Village</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Treetop Village</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Treetop Village</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Treetop Village</div></div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div><div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

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| <div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Winter's Grasp</div><div>Sorcery</div><div>Destroy target land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Winter's Grasp</div><div>Sorcery</div><div>Destroy target land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Winter's Grasp</div><div>Sorcery</div><div>Destroy target land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div><div>Winter's Grasp</div><div>Sorcery</div><div>Destroy target land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              |
| <div>Call of the Herd26</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Call of the Herd26</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Call of the Herd26</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Call of the Herd26</div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>EarthquakeXR</div><div>Sorcery</div><div>Earthquake deals X damage to each creature without flying and each player.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div>Naturalize1G</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>Naturalize1G</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>PyroblastR</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>PyroblastR</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Red Elemental BlastR</div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Zuran Orb</div><div>0</div></div><div>Artifact</div><div>Sacrifice a land: You gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Zuran Orb</div><div>0</div></div><div>Artifact</div><div>Sacrifice a land: You gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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