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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Birds of Paradise6</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>Birds of Paradise6</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>Birds of Paradise6</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>Birds of Paradise6</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>Blastoderm266</div><div>Creature -- Beast</div><div>Shroud (This creature can't be the target of spells or abilities.)<br/>Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Blastoderm</b><div>2GG</div></div><div>Creature -- Beast</div><div>Shroud (This creature can't be the target of spells or abilities.)<br/>Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Brushland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Brushland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Brushland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Brushland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                      | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          |

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

©

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

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Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multani, Maro-Sorcerer (4)(G)(G)

④ ⑤

© ©

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Legendary Creature -- Elemental Sorcerer

Shroud (This creature can't be the target of spells or abilities.)  
Multani's power and toughness are each equal to the total number of cards in all players' hands.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> Natural Order 2GG </div> <div> Sorcery </div> <div> As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                           | <div> <div> Natural Order 2GG </div> <div> Sorcery </div> <div> As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                           | <div> <div> Natural Order 2GG </div> <div> Sorcery </div> <div> As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                           | <div> <div> Natural Order 2GG </div> <div> Sorcery </div> <div> As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                           |
| <div> <div> Phantom Nantuko 2G </div> <div> Creature -- Insect Spirit </div> <div> Trample<br/> This creature enters with two +1/+1 counters on it.<br/> If damage would be dealt to this creature, prevent that damage.<br/> Remove a +1/+1 counter from this creature.<br/> {T}: Put a +1/+1 counter on this creature. </div> <div> 0/0 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Phantom Nantuko 2G </div> <div> Creature -- Insect Spirit </div> <div> Trample<br/> This creature enters with two +1/+1 counters on it.<br/> If damage would be dealt to this creature, prevent that damage.<br/> Remove a +1/+1 counter from this creature.<br/> {T}: Put a +1/+1 counter on this creature. </div> <div> 0/0 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Phantom Nantuko 2G </div> <div> Creature -- Insect Spirit </div> <div> Trample<br/> This creature enters with two +1/+1 counters on it.<br/> If damage would be dealt to this creature, prevent that damage.<br/> Remove a +1/+1 counter from this creature.<br/> {T}: Put a +1/+1 counter on this creature. </div> <div> 0/0 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Phantom Nantuko 2G </div> <div> Creature -- Insect Spirit </div> <div> Trample<br/> This creature enters with two +1/+1 counters on it.<br/> If damage would be dealt to this creature, prevent that damage.<br/> Remove a +1/+1 counter from this creature.<br/> {T}: Put a +1/+1 counter on this creature. </div> <div> 0/0 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

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| <b>Phantom Nishoba</b> (5)(G)(W)<br>Creature -- Cat Beast Spirit<br>Trample<br>This creature enters with seven +1/+1 counters on it.<br>Whenever this creature deals damage, you gain that much life.<br>If damage would be dealt to this creature, prevent that damage.<br>Remove a +1/+1 counter from this creature.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Phantom Nishoba</b> (5)(G)(W)<br>Creature -- Cat Beast Spirit<br>Trample<br>This creature enters with seven +1/+1 counters on it.<br>Whenever this creature deals damage, you gain that much life.<br>If damage would be dealt to this creature, prevent that damage.<br>Remove a +1/+1 counter from this creature.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              |
| <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                              | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                              | <b>Seal of Cleansing</b> (1)(W)<br>Enchantment<br>Sacrifice this enchantment: Destroy target artifact or enchantment.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Seal of Cleansing</b> (1)(W)<br>Enchantment<br>Sacrifice this enchantment: Destroy target artifact or enchantment.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Swords to Plowshares</div><div>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</div><div>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</div><div>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</div><div>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</div><div>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</div><div>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</div><div>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>Symbiotic Wurm</div><div>5666</div><div>Creature -- Wurm</div><div>When this creature dies, create seven 1/1 green Insect creature tokens.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Treetop Village</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treetop Village</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treetop Village</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Roots16</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>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         |
| <div><div>Wall of Roots16</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>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div>Wall of Roots16</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>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div>Wall of Roots16</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>0/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div>Windswept Heath</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> |

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| <div><div><div>Windswept Heath</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><div><div>Windswept Heath</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><div><div>Windswept Heath</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><div><div>Wrath of God2WW</div><div>Sorcery</div><div>Destroy all creatures. They can't be regenerated.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              |
| <div><div><div>Abeyance1W</div><div>Instant</div><div>Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.<br/>Draw a card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abeyance1W</div><div>Instant</div><div>Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.<br/>Draw a card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blastoderm2GG</div><div>Creature -- Beast</div><div>Shroud (This creature can't be the target of spells or abilities.)<br/>Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)</div><div>[sideboard]</div></div><div>5/5PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mystic Enforcer2GW</div><div>Creature -- Human Nomad Mystic</div><div>Protection from black<br/>Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has flying.</div><div>[sideboard]</div></div><div>3/3PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Mystic Enforcer</div> <div> <div>2</div> <div>G</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Nomad Mystic</div> <div> <div>Protection from black</div> <div>Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has flying.</div> <div>[sideboard]</div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nimble Mongoose</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Mongoose</div> <div> <div>Shroud (This creature can't be the target of spells or abilities.)</div> <div>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.</div> <div>[sideboard]</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nimble Mongoose</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Mongoose</div> <div> <div>Shroud (This creature can't be the target of spells or abilities.)</div> <div>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.</div> <div>[sideboard]</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Seal of Cleansing</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                               |
| <div> <div>Skyshroud Blessing</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>All lands gain shroud until end of turn. (They can't be the targets of spells or abilities.)</div> <div>Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                               | <div> <div>Skyshroud Blessing</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>All lands gain shroud until end of turn. (They can't be the targets of spells or abilities.)</div> <div>Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                        | <div> <div>Skyshroud Blessing</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>All lands gain shroud until end of turn. (They can't be the targets of spells or abilities.)</div> <div>Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                        | <div> <div>Skyshroud Blessing</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>All lands gain shroud until end of turn. (They can't be the targets of spells or abilities.)</div> <div>Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div><div>Uktabi Orangutan</div><div><div>2</div><div>G</div></div></div><div><div>Creature -- Ape</div><div>When this creature enters, destroy target artifact.</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> | <div><div><div>Wrath of God</div><div><div>2</div><div>W</div><div>W</div></div></div><div><div>Sorcery</div><div>Destroy all creatures. They can't be regenerated.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Wrath of God</div><div><div>2</div><div>W</div><div>W</div></div></div><div><div>Sorcery</div><div>Destroy all creatures. They can't be regenerated.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |  |
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