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| <div> <b>Anurid Brushhopper</b> <div> <div>1</div> <div>G</div> <div>W</div> </div> </div> <div>           Creature -- Frog Beast         </div> <div>           Discard two cards: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.         </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Anurid Brushhopper</b> <div> <div>1</div> <div>G</div> <div>W</div> </div> </div> <div>           Creature -- Frog Beast         </div> <div>           Discard two cards: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.         </div> <div> <div>3/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Armageddon</b> <div> <div>3</div> <div>W</div> </div> </div> <div>           Sorcery         </div> <div>           Destroy all lands.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                    | <div> <b>Armageddon</b> <div> <div>3</div> <div>W</div> </div> </div> <div>           Sorcery         </div> <div>           Destroy all lands.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                    |
| <div> <b>Armageddon</b> <div> <div>3</div> <div>W</div> </div> </div> <div>           Sorcery         </div> <div>           Destroy all lands.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                          | <div> <b>Call of the Herd</b> <div> <div>2</div> <div>G</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                       | <div> <b>Call of the Herd</b> <div> <div>2</div> <div>G</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Cataclysm</b> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>           Sorcery         </div> <div>           Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.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>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></div>                   |
| <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></div> | <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></div> | <div><div>Kor Haven</div><div>Legendary Land</div><div>{T}: Add {C}.<br/>{1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Diamond</div><div>Artifact</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.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

①

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.

{T}: Add one mana of any color.

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## ①

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.

{T}: Add one mana of any color.

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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.

{T}: Add one mana of any color.

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① ② G

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

① ② G

Destroy target artifact or  
enchantment.

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**G**

Shroud (This creature can't be the target of spells or abilities.)  
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

1/1

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Ⓒ

Shroud (This creature can't be the target of spells or abilities.)  
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

1/1

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**G**

Shroud (This creature can't be the target of spells or abilities.)  
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

1/1

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| <div><div><div><div><div><div></div><div><b>Nimble Mongoose</b></div><div><div><div></div><div>6</div></div></div></div><div>Creature -- Mongoose</div><div>Shroud (This creature can't be the target of spells or abilities.)<br/>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.</div><div><div>1/1</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div></div><div><b>Plains</b></div><div>Basic Land -- Plains</div></div></div><div>(<b>{T}</b>): Add <b>{W}</b>.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                  | <div><div><div><div><div></div><div><b>Plains</b></div><div>Basic Land -- Plains</div></div></div><div>(<b>{T}</b>): Add <b>{W}</b>.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                         | <div><div><div><div><div></div><div><b>Rishadan Port</b></div><div>Land</div></div></div><div><b>{T}</b>: Add <b>{C}</b>.<br/><b>{1}</b>, <b>{T}</b>: Tap target land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                        |
| <div><div><div><div><div></div><div><b>Rishadan Port</b></div><div>Land</div></div></div><div><b>{T}</b>: Add <b>{C}</b>.<br/><b>{1}</b>, <b>{T}</b>: Tap target land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div><div><div></div><div><b>Rith's Grove</b></div><div>Land -- Lair</div></div></div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/><b>{T}</b>: Add <b>{R}</b>, <b>{G}</b>, or <b>{W}</b>.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><div><div></div><div><b>Secluded Steppe</b></div><div>Land</div></div></div><div>This land enters tapped.<br/><b>{T}</b>: Add <b>{W}</b>.<br/>Cycling <b>{W}</b> (<b>{W}</b>, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><div><div></div><div><b>Secluded Steppe</b></div><div>Land</div></div></div><div>This land enters tapped.<br/><b>{T}</b>: Add <b>{W}</b>.<br/>Cycling <b>{W}</b> (<b>{W}</b>, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div><div><div><div></div><div><b>Secluded Steppe</b></div></div></div><div><div>Land</div><div><div>This land enters tapped.<br/>{T}: Add {W}.<br/>Cycling {W} ({W}, Discard this card:<br/>Draw a card.)</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div></div></div><div><div>Instant</div><div><div>Exile target creature. Its<br/>controller gains life equal to its<br/>power.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   | <div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div></div></div><div><div>Instant</div><div><div>Exile target creature. Its<br/>controller gains life equal to its<br/>power.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   | <div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div></div></div><div><div>Instant</div><div><div>Exile target creature. Its<br/>controller gains life equal to its<br/>power.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   |
| <div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div></div></div><div><div>Instant</div><div><div>Exile target creature. Its<br/>controller gains life equal to its<br/>power.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                  | <div><div><div><div><div><div></div><div><b>Sylvan Library</b></div></div></div><div><div>Enchantment</div><div><div>At the beginning of your draw step,<br/>you may draw two additional cards.<br/>If you do, choose two cards in your<br/>hand drawn this turn. For each of<br/>those cards, pay 4 life or put the<br/>card on top of your library.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Sylvan Library</b></div></div></div><div><div>Enchantment</div><div><div>At the beginning of your draw step,<br/>you may draw two additional cards.<br/>If you do, choose two cards in your<br/>hand drawn this turn. For each of<br/>those cards, pay 4 life or put the<br/>card on top of your library.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Sylvan Library</b></div></div></div><div><div>Enchantment</div><div><div>At the beginning of your draw step,<br/>you may draw two additional cards.<br/>If you do, choose two cards in your<br/>hand drawn this turn. For each of<br/>those cards, pay 4 life or put the<br/>card on top of your library.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                      | <div><div><div>Terravore</div><div><div>1</div><div>G</div><div>G</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                      |
| <div><div><div>Tranquil Thicket</div><div>Land</div></div><div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>Cycling {G} ({G}, Discard this card: Draw a card.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                               | <div><div><div>Tranquil Thicket</div><div>Land</div></div><div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>Cycling {G} ({G}, Discard this card: Draw a card.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                                               | <div><div><div>Treetop Village</div><div>Land</div></div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div><div>Treetop Village</div><div>Land</div></div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

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| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   |
| <div><div>Weathered Wayfarer</div><div> Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weathered Wayfarer</div><div> Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weathered Wayfarer</div><div> Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weathered Wayfarer</div><div> Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>              |
| <div><div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Cataclysm</div><div>Sorcery</div><div>Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Circle of Protection: Red</div><div>Enchantment</div><div>{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |



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| <div><div><div>Crumble</div><div>Instant</div><div>Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cursed Totem</div><div>Artifact</div><div>Activated abilities of creatures can't be activated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cursed Totem</div><div>Artifact</div><div>Activated abilities of creatures can't be activated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Naturalize</div><div>Instant</div><div>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><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                     | <div><div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div><div>Pyroclasm</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div><div>Ray of Revelation</div><div>Instant</div><div>Destroy target enchantment. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</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>Tormod's Crypt</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tormod's Crypt</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Zuran Orb</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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