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| <b>Akroma, Angel of Wrath</b> ⑤③③③<br>Legendary Creature -- Angel<br>Flying, first strike, vigilance, trample, haste, protection from black and from red<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Animate Dead</b> ①③<br>Enchantment -- Aura<br>Enchant creature card in a graveyard<br>When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Battlefield Scrounger</b> ③③③<br>Creature -- Centaur<br>Threshold -- Put three cards from your graveyard on the bottom of your library: This creature gets +3/+3 until end of turn. Activate only once each turn and only if there are seven or more cards in your graveyard.<br><div>3/3</div> 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><div>0/1</div> 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><div>0/1</div> 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><div>0/1</div> 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><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                      | <b>Cabal Therapy</b> ③<br>Sorcery<br>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.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Cabal Therapy</div><div>B</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>B</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>B</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>City of Brass</div></div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |
| <div><div><div>City of Brass</div></div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>City of Brass</div></div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>City of Brass</div></div><div>Land</div><div>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Eladamri's Vineyard</div><div>G</div></div><div>Enchantment</div><div>At the beginning of each player's first main phase, that player adds {G}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Eladamri's Vineyard</div><div>⑥</div></div><div>Enchantment</div><div>At the beginning of each player's first main phase, that player adds {G}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div><div>Elvish Spirit Guide</div><div>②⑥</div></div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div><div>Gemstone Mine</div></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><div>Gemstone Mine</div></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><div>Gemstone Mine</div></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><div>Gemstone Mine</div></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><div>Hermit Druid</div><div>①⑥</div></div><div>Creature -- Human Druid</div><div>{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hermit Druid</div><div>①⑥</div></div><div>Creature -- Human Druid</div><div>{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Hermit Druid <div> 1 6 </div> </div> <div> Creature -- Human Druid </div> <div> {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Hermit Druid <div> 1 6 </div> </div> <div> Creature -- Human Druid </div> <div> {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Karmic Guide <div> 3 W W </div> </div> <div> Creature -- Angel Spirit </div> <div> Flying, protection from black<br/>Echo {3}{W}{W} (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, return target creature card from your graveyard to the battlefield. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Krosan Reclamation <div> 1 6 </div> </div> <div> Instant </div> <div> Target player shuffles up to two target cards from their graveyard into their library.<br/>Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> Llanowar Wastes </div> <div> Land </div> <div> {T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                         | <div> <div> Llanowar Wastes </div> <div> Land </div> <div> {T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                         | <div> <div> Llanowar Wastes </div> <div> Land </div> <div> {T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                                                                                       | <div> <div> Llanowar Wastes </div> <div> Land </div> <div> {T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                |

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| <b>Palinchron</b> (5)(U)(U)<br>Creature -- Illusion<br>Flying<br>When this creature enters, untap up to seven lands.<br>{2}{U}{U}: Return this creature to its owner's hand.<br>4/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Phyrexian Devourer</b> (6)<br>Artifact Creature -- Phyrexian Construct<br>When this creature's power is 7 or greater, sacrifice it.<br>Exile the top card of your library:<br>Put X +1/+1 counters on this creature, where X is the exiled card's mana value.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Psychatog</b> (1)(U)(B)<br>Creature -- Atog<br>Discard a card: This creature gets +1/+1 until end of turn.<br>Exile two cards from your graveyard: This creature gets +1/+1 until end of turn.<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Reflecting Pool</b><br>Land<br>{T}: Add one mana of any type that a land you control could produce.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                |
| <b>Reflecting Pool</b><br>Land<br>{T}: Add one mana of any type that a land you control could produce.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                              | <b>Reflecting Pool</b><br>Land<br>{T}: Add one mana of any type that a land you control could produce.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                  | <b>Squee, Goblin Nabob</b> (2)(R)<br>Legendary Creature -- Goblin<br>At the beginning of your upkeep, you may return this card from your graveyard to your hand.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                  | <b>Survival of the Fittest</b> (1)(G)<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>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>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>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>Treva's Ruins</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><div>Triskelion ⑥</div><div>Artifact Creature -- Construct</div><div>This creature enters with three +1/+1 counters on it. Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Underground River</div><div>Land</div><div>{T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Undiscovered Paradise</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><div>Unearth ③</div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Unearth</div><div>B</div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                  | <div><div>Unearth</div><div>B</div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Unearth</div><div>B</div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Volrath's Shapeshifter</div><div>1UU</div><div>Creature -- Phyrexian Shapeshifter</div><div>As long as the top card of your graveyard is a creature card, this creature has the full text of that card and has the text "{2}: Discard a card." (This creature has that card's name, mana cost, color, types, abilities, power, and toughness.) {2}: Discard a card.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Volrath's Shapeshifter</div><div>1UU</div><div>Creature -- Phyrexian Shapeshifter</div><div>As long as the top card of your graveyard is a creature card, this creature has the full text of that card and has the text "{2}: Discard a card." (This creature has that card's name, mana cost, color, types, abilities, power, and toughness.) {2}: Discard a card.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wall of Roots</div><div>1G</div><div>Creature -- Plant Wall</div><div>Defender 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 Roots</div><div>1G</div><div>Creature -- Plant Wall</div><div>Defender 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 Roots</div><div>1G</div><div>Creature -- Plant Wall</div><div>Defender 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>                                                                                                                                                                                                         |

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| <div> <div>Yavimaya Coast</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {G} or {U}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                  | <div> <div>Yavimaya Coast</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {G} or {U}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                             | <div> <div>Yavimaya Coast</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {G} or {U}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                             | <div> <div>Yavimaya Coast</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {G} or {U}. This land deals 1 damage to you. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                               |
| <div> <div> Auramancer <div>2W</div> </div> <div>Creature -- Human Wizard</div> <div> When this creature enters, you may return target enchantment card from your graveyard to your hand. </div> <div>[sideboard]</div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Duress <div>B</div> </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>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Duress <div>B</div> </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>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Enlightened Tutor <div>W</div> </div> <div>Instant</div> <div> Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |



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| <div> <div> <b>Uktabi Orangutan</b> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Ape</div> <div> When this creature enters, destroy target artifact. <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Xantid Swarm</b> <div> <div>6</div> </div> </div> <div> <div>Creature -- Insect</div> <div> <div>Flying</div> <div>Whenever this creature attacks, defending player can't cast spells this turn.</div> <div>[sideboard]</div> <div>0/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Xantid Swarm</b> <div> <div>6</div> </div> </div> <div> <div>Creature -- Insect</div> <div> <div>Flying</div> <div>Whenever this creature attacks, defending player can't cast spells this turn.</div> <div>[sideboard]</div> <div>0/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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