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| <div><div><b>Ancient Tomb</b></div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            | <div><div><b>Ancient Tomb</b></div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            | <div><div><b>Assault</b><div>R</div></div><div>Sorcery</div><div>Assault deals 2 damage to any target.</div></div> <div>----- RIGHT HALF -----</div> <div><div><b>Battery</b><div>3G</div></div><div>Sorcery</div><div>Create a 3/3 green Elephant creature token.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Assault</b><div>R</div></div><div>Sorcery</div><div>Assault deals 2 damage to any target.</div></div> <div>----- RIGHT HALF -----</div> <div><div><b>Battery</b><div>3G</div></div><div>Sorcery</div><div>Create a 3/3 green Elephant creature token.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><b>Birds of Paradise</b><div>G</div></div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div></div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Birds of Paradise</b><div>G</div></div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div></div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Birds of Paradise</b><div>G</div></div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div></div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                | <div><div><b>Birds of Paradise</b><div>G</div></div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div></div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                |

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| <p><b>Blastoderm</b> (2)(G)(G)</p> <p>Creature -- Beast</p> <p>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.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Blastoderm</b> (2)(G)(G)</p> <p>Creature -- Beast</p> <p>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.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Blastoderm</b> (2)(G)(G)</p> <p>Creature -- Beast</p> <p>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.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Blastoderm</b> (2)(G)(G)</p> <p>Creature -- Beast</p> <p>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.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Browbeat</b> (2)(R)</p> <p>Sorcery</p> <p>Any player may have Browbeat deal 5 damage to them. If no one does, target player draws three cards.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                         | <p><b>Call of the Herd</b> (2)(G)</p> <p>Sorcery</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                 | <p><b>Call of the Herd</b> (2)(G)</p> <p>Sorcery</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                 | <p><b>Call of the Herd</b> (2)(G)</p> <p>Sorcery</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                 |

1 R G

Creatures you control have haste.  
Sacrifice this enchantment: Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 R G

Creatures you control have haste.  
Sacrifice this enchantment: Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 R G

Creatures you control have haste.  
Sacrifice this enchantment: Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R G

Creatures you control have haste.  
Sacrifice this enchantment: Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R

When this creature enters, it deals 4 damage to target creature.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

When this creature enters, it deals 4 damage to target creature.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    |
| <div><div>Horned Kavubotbox.dev</div><div>Creature -- Kavubotbox.dev</div><div>When this creature enters, return a red or green creature you control to its owner's hand.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Horned Kavubotbox.dev</div><div>Creature -- Kavubotbox.dev</div><div>When this creature enters, return a red or green creature you control to its owner's hand.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hull Breachbotbox.dev</div><div>Sorcerybotbox.dev</div><div>Choose one --<ul style="list-style-type: none"><li>* Destroy target artifact.</li><li>* Destroy target enchantment.</li><li>* Destroy target artifact and target enchantment.</li></ul></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hull Breachbotbox.dev</div><div>Sorcerybotbox.dev</div><div>Choose one --<ul style="list-style-type: none"><li>* Destroy target artifact.</li><li>* Destroy target enchantment.</li><li>* Destroy target artifact and target enchantment.</li></ul></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Incinerate</div><div>1R</div></div><div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Incinerate</div><div>1R</div></div><div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Karplusan Forest</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Karplusan Forest</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Karplusan Forest</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div><div>Karplusan Forest</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                             | <div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               |

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| <div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Llanowar Elves</div><div>G</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Llanowar Elves</div><div>G</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Llanowar Elves</div><div>G</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Llanowar Elves</div><div>G</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            |

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <div>Saproling Burst46</div> <div>Enchantment</div> <div>Fading 7 (This enchantment enters with seven fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>Remove a fade counter from this enchantment: Create a green Saproling creature token. It has "This token's power and toughness are each equal to the number of fade counters on Saproling Burst."<br/>When this enchantment leaves the battlefield, destroy all tokens created with this enchantment. They can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Saproling Burst46</div> <div>Enchantment</div> <div>Fading 7 (This enchantment enters with seven fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>Remove a fade counter from this enchantment: Create a green Saproling creature token. It has "This token's power and toughness are each equal to the number of fade counters on Saproling Burst."<br/>When this enchantment leaves the battlefield, destroy all tokens created with this enchantment. They can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Saproling Burst46</div> <div>Enchantment</div> <div>Fading 7 (This enchantment enters with seven fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>Remove a fade counter from this enchantment: Create a green Saproling creature token. It has "This token's power and toughness are each equal to the number of fade counters on Saproling Burst."<br/>When this enchantment leaves the battlefield, destroy all tokens created with this enchantment. They can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Saproling Burst46</div> <div>Enchantment</div> <div>Fading 7 (This enchantment enters with seven fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>Remove a fade counter from this enchantment: Create a green Saproling creature token. It has "This token's power and toughness are each equal to the number of fade counters on Saproling Burst."<br/>When this enchantment leaves the battlefield, destroy all tokens created with this enchantment. They can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Shivan Wurm</div><div><div>3</div><div>R</div><div>G</div></div></div> <div><div>Creature -- Wurm</div><div>Trample<br/>When this creature enters, return a red or green creature you control to its owner's hand.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shivan Wurm</div><div><div>3</div><div>R</div><div>G</div></div></div> <div><div>Creature -- Wurm</div><div>Trample<br/>When this creature enters, return a red or green creature you control to its owner's hand.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treetop Village</div></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>Treetop Village</div></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>Compost</div><div><div>1</div><div>G</div></div></div> <div><div>Enchantment</div><div>Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Compost</div><div><div>1</div><div>G</div></div></div> <div><div>Enchantment</div><div>Whenever a black card is put into an opponent's graveyard from anywhere, you may draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Flametongue Kavv</div><div><div>3</div><div>R</div></div></div> <div><div>Creature -- Kavv</div><div>When this creature enters, it deals 4 damage to target creature.</div><div>[sideboard]</div><div>4/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Flametongue Kavv</div><div><div>3</div><div>R</div></div></div> <div><div>Creature -- Kavv</div><div>When this creature enters, it deals 4 damage to target creature.</div><div>[sideboard]</div><div>4/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |

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| <div><div><div>Kavu Chameleon</div><div><div>3</div><div>G</div><div>G</div></div></div><div><div>Creature -- Kavu</div><div>This spell can't be countered.<br/>{G}: This creature becomes the color of your choice until end of turn.</div><div>[sideboard]</div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Kavu Chameleon</div><div><div>3</div><div>G</div><div>G</div></div></div><div><div>Creature -- Kavu</div><div>This spell can't be countered.<br/>{G}: This creature becomes the color of your choice until end of turn.</div><div>[sideboard]</div><div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Meltdown</div><div><div>X</div><div>R</div></div></div><div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                         | <div><div><div>Naturalize</div><div><div>1</div><div>G</div></div></div><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><div><div>Naturalize</div><div><div>1</div><div>G</div></div></div><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><div><div>Pyroblast</div><div><div>R</div></div></div><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><div><div>Pyroblast</div><div><div>R</div></div></div><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><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

① R

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## C

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev