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| <div> <div>Call of the Herd</div> <div> <div>2</div> <div>6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Call of the Herd</div> <div> <div>2</div> <div>6</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>City of Brass</div> </div> <div>Land</div> <div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div> <div>City of Brass</div> </div> <div>Land</div> <div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>City of Brass</div> </div> <div>Land</div> <div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                  | <div> <div>Crusade</div> <div> <div>W</div> <div>W</div> </div> </div> <div>Enchantment</div> <div>White creatures get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div> <div>Cursed Scroll</div> <div>1</div> </div> <div>Artifact</div> <div>{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Disenchant</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                   |

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| <div><div><div>Disenchant</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                        | <div><div><div>Earthquake</div><div><div>X</div><div>R</div></div></div><div><div>Sorcery</div><div>Earthquake deals X damage to each creature without flying and each player.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                     | <div><div><div>Enlightened Tutor</div><div><div>W</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                          | <div><div><div>Enlightened Tutor</div><div><div>W</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                          |
| <div><div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</div></div></div><div><div>Creature -- Angel</div><div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</div></div></div><div><div>Creature -- Angel</div><div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</div></div></div><div><div>Creature -- Angel</div><div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</div></div></div><div><div>Creature -- Angel</div><div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Naturalize<div>16</div></div><div>Instant</div><div><p>Destroy target artifact or enchantment.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Nova Cleric<div>W</div></div><div>Creature -- Human Cleric</div><div><p>{2}{W}, {T}, Sacrifice this creature: Destroy all enchantments.</p></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                       | <div><div>Plains</div><div>Basic Land -- Plains</div><div><p>( {T}: Add {W}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                    | <div><div>Plains</div><div>Basic Land -- Plains</div><div><p>( {T}: Add {W}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                    | <div><div>Plains</div><div>Basic Land -- Plains</div><div><p>( {T}: Add {W}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rith's Grove</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.<br/>{T}: Add {R}, {G}, or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Savannah Lions</div> <div>Creature -- Cat</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div>Savannah Lions</div> <div>Creature -- Cat</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div>Savannah Lions</div> <div>Creature -- Cat</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div>Savannah Lions</div> <div>Creature -- Cat</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              |



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| <div><div>Soltari Priest</div><div><div>WW</div></div><div>Creature -- Soltari Cleric</div><div>Protection from red<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soltari Priest</div><div><div>WW</div></div><div>Creature -- Soltari Cleric</div><div>Protection from red<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soltari Priest</div><div><div>WW</div></div><div>Creature -- Soltari Cleric</div><div>Protection from red<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soltari Priest</div><div><div>WW</div></div><div>Creature -- Soltari Cleric</div><div>Protection from red<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swords to Plowshares</div><div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                              | <div><div>Swords to Plowshares</div><div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                              | <div><div>Swords to Plowshares</div><div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                              | <div><div>Swords to Plowshares</div><div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                              |

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| <div> <b>Thran Quarry</b> </div> <div> Land </div> <div> <p>At the beginning of the end step, if you control no creatures, sacrifice this land.</p> <p>{T}: Add one mana of any color.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Whipcorder</b> </div> <div> Creature -- Human Soldier Rebel </div> <div> <p>{W}, {T}: Tap target creature.</p> <p>Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Whipcorder</b> </div> <div> Creature -- Human Soldier Rebel </div> <div> <p>{W}, {T}: Tap target creature.</p> <p>Morph {W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Worship</b> </div> <div> Enchantment </div> <div> <p>If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                              |
| <div> <b>Armageddon</b> </div> <div> Sorcery </div> <div> <p>Destroy all lands.</p> <p>[sideboard]</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                    | <div> <b>Armageddon</b> </div> <div> Sorcery </div> <div> <p>Destroy all lands.</p> <p>[sideboard]</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                             | <div> <b>Armageddon</b> </div> <div> Sorcery </div> <div> <p>Destroy all lands.</p> <p>[sideboard]</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                             | <div> <b>Phyrexian Furnace</b> </div> <div> Artifact </div> <div> <p>{T}: Exile the bottom card of target player's graveyard.</p> <p>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</p> <p>[sideboard]</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

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| <div><div><div>Phyrexian Furnace</div><div>1</div></div><div>Artifact</div><div><div>{T}: Exile the bottom card of target player's graveyard.</div><div>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Phyrexian Furnace</div><div>1</div></div><div>Artifact</div><div><div>{T}: Exile the bottom card of target player's graveyard.</div><div>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div><div>Pyroclasm deals 2 damage to each creature.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                               | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div><div>Pyroclasm deals 2 damage to each creature.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                               |
| <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div><div>Pyroclasm deals 2 damage to each creature.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                | <div><div><div>Ray of Revelation</div><div>1W</div></div><div>Instant</div><div><div>Destroy target enchantment.</div><div>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div>Reprisal</div><div>1W</div></div><div>Instant</div><div><div>Destroy target creature with power 4 or greater. It can't be regenerated.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Reprisal</div><div>1W</div></div><div>Instant</div><div><div>Destroy target creature with power 4 or greater. It can't be regenerated.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Tranquil Domain</div><div><div>1</div><div>6</div></div></div><div><div>Instant</div><div>Destroy all non-Aura enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Warmth</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Whenever an opponent casts a red spell, you gain 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Warmth</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Whenever an opponent casts a red spell, you gain 2 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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