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| <div><div>Call of the Herd</div><div>26</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>26</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>26</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>26</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>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> |

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| <p><b>Darigaaz's Caldera</b></p> <p>Land -- Lair</p> <p>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {B}, {R}, or {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Disenchant</b> (1)(W)</p> <p>Instant</p> <p>Destroy target artifact or enchantment.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                        | <p><b>Disenchant</b> (1)(W)</p> <p>Instant</p> <p>Destroy target artifact or enchantment.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                               | <p><b>Disenchant</b> (1)(W)</p> <p>Instant</p> <p>Destroy target artifact or enchantment.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                               |
| <p><b>Enlightened Tutor</b> (W)</p> <p>Instant</p> <p>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                              | <p><b>Enlightened Tutor</b> (W)</p> <p>Instant</p> <p>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Exalted Angel</b> (4)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying</p> <p>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.)</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Exalted Angel</b> (4)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying</p> <p>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.)</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</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>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Exalted Angel</div><div><div>4</div><div>W</div><div>W</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>4/5</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>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>Nova Cleric</div><div><div>W</div></div><div>Creature -- Human Cleric</div><div>{2}{W}, {T}, Sacrifice this creature: Destroy all enchantments.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div>Nova Cleric</div><div><div>W</div></div><div>Creature -- Human Cleric</div><div>{2}{W}, {T}, Sacrifice this creature: Destroy all enchantments.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> |
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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>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>Savannah Lions</div><div><div>W</div></div></div> <div><div>Creature -- Cat</div></div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                         | <div><div>Seal of Cleansing</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div></div> <div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div></div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                    | <div><div>Soltari Monk</div><div><div>W</div><div>W</div></div></div> <div><div>Creature -- Soltari Monk Cleric</div></div> <div><div>Protection from black<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div></div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Soltari Monk</div><div><div>W</div><div>W</div></div></div> <div><div>Creature -- Soltari Monk Cleric</div></div> <div><div>Protection from black<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div></div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Soltari Monk</div><div><div>W</div><div>W</div></div></div> <div><div>Creature -- Soltari Monk Cleric</div></div> <div><div>Protection from black<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div></div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Soltari Monk</div><div><div>W</div><div>W</div></div></div> <div><div>Creature -- Soltari Monk Cleric</div></div> <div><div>Protection from black<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div></div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Soltari Priest</div><div><div>W</div><div>W</div></div></div> <div><div>Creature -- Soltari Cleric</div></div> <div><div>Protection from red<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div></div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>      | <div><div>Soltari Priest</div><div><div>W</div><div>W</div></div></div> <div><div>Creature -- Soltari Cleric</div></div> <div><div>Protection from red<br/>Shadow (This creature can block or be blocked by only creatures with shadow.)</div></div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>      |

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| <div> <div>Soltari Priest</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Soltari Cleric</div> <div> <div>Protection from red</div> <div>Shadow (This creature can block or be blocked by only creatures with shadow.)</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Soltari Priest</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Soltari Cleric</div> <div> <div>Protection from red</div> <div>Shadow (This creature can block or be blocked by only creatures with shadow.)</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Exile target creature. Its controller gains life equal to its power.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                | <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Exile target creature. Its controller gains life equal to its power.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                 |
| <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Exile target creature. Its controller gains life equal to its power.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                               | <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Exile target creature. Its controller gains life equal to its power.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                               | <div> <div>Thran Quarry</div> <div> <div>W</div> </div> </div> <div> <div>Land</div> <div> <div>At the beginning of the end step, if you control no creatures, sacrifice this land.</div> <div>{T}: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>White Knight</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>First strike (This creature deals combat damage before creatures without first strike.)</div> <div>Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.)</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div>White Knight</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>First strike (This creature deals combat damage before creatures without first strike.)</div> <div>Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.)</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>White Knight</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>First strike (This creature deals combat damage before creatures without first strike.)</div> <div>Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.)</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>White Knight</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>First strike (This creature deals combat damage before creatures without first strike.)</div> <div>Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.)</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Worship</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <div>If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                        |
| <div> <div>Armageddon</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy all lands.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                         | <div> <div>Armageddon</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy all lands.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                         | <div> <div>Armageddon</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy all lands.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                         | <div> <div>Furnace Spirit</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Haste</div> <div>{R}: This creature gets +1/+0 until end of turn.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div><div>Furnace Spirit</div><div>2R</div></div><div>Creature -- Spirit</div><div>Haste<br/>{R}: This creature gets +1/+0 until end of turn.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Furnace Spirit</div><div>2R</div></div><div>Creature -- Spirit</div><div>Haste<br/>{R}: This creature gets +1/+0 until end of turn.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Furnace Spirit</div><div>2R</div></div><div>Creature -- Spirit</div><div>Haste<br/>{R}: This creature gets +1/+0 until end of turn.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroclasm</div><div>1R</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><div><div>Pyroclasm</div><div>1R</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><div><div>Pyroclasm</div><div>1R</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><div><div>Pyroclasm</div><div>1R</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><div><div>Reprisal</div><div>1W</div></div><div>Instant</div><div>Destroy target creature with power 4 or greater. It can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Reprisal</div><div><div>1</div><div>W</div></div><div>Instant</div><div>Destroy target creature with power 4 or greater. It can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Warmth</div><div><div>1</div><div>W</div></div><div>Enchantment</div><div>Whenever an opponent casts a red spell, you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Warmth</div><div><div>1</div><div>W</div></div><div>Enchantment</div><div>Whenever an opponent casts a red spell, you gain 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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