

<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Devastating Onslaught</div><div>XXR</div></div><div>Sorcery</div><div>Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Devastating Onslaught</div><div>XXR</div></div><div>Sorcery</div><div>Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Devastating Onslaught</div><div>XXR</div></div><div>Sorcery</div><div>Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Devastating Onslaught</div><div>XXR</div></div><div>Sorcery</div><div>Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Forest</div><div></div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Heartwood Crafter</div><div>G</div></div><div>Creature -- Elf Artificer</div><div>This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) {T}: Add {C}. This mana can't be spent to cast spells from your hand.</div><div>1/1</div><div>----- OTHER FACE -----</div><div><div><div>Soul Tether</div><div>2R/G</div></div><div>Sorcery</div><div>Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Interdimensional Web Watch</div><div>4</div></div><div>Artifact</div><div>When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards. {T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Interdimensional Web Watch</div><div>4</div></div><div>Artifact</div><div>When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards. {T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Interdimensional Web Watch ④

Artifact

When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.

{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

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Interdimensional Web Watch ④

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When this artifact enters, exile the top two cards of your library. Until the end of your next turn, you may play those cards.

{T}: Add two mana in any combination of colors. Spend this mana only to cast spells from exile.

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Into the Flood Maw (U)

Instant

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)

Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

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Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

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Island

Basic Land -- Island

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

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Llanowar Elves

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Llanowar Elves 6 </div> <div> Creature -- Elf Druid </div> <div> {T}: Add {G}. </div> <div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Michelangelo's Technique 4 6 </div> <div> Sorcery </div> <div> Sneak {3}{G} (You may cast this spell for {3}{G} if you also return an unblocked attacker you control to hand during the declare blockers step.) Look at the top eight cards of your library. Put up to two creature cards with total mana value 6 or less from among them onto the battlefield and the rest on the bottom of your library in a random order. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Michelangelo's Technique 4 6 </div> <div> Sorcery </div> <div> Sneak {3}{G} (You may cast this spell for {3}{G} if you also return an unblocked attacker you control to hand during the declare blockers step.) Look at the top eight cards of your library. Put up to two creature cards with total mana value 6 or less from among them onto the battlefield and the rest on the bottom of your library in a random order. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Michelangelo's Technique 4 6 </div> <div> Sorcery </div> <div> Sneak {3}{G} (You may cast this spell for {3}{G} if you also return an unblocked attacker you control to hand during the declare blockers step.) Look at the top eight cards of your library. Put up to two creature cards with total mana value 6 or less from among them onto the battlefield and the rest on the bottom of your library in a random order. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Multiversal Passage </div> <div> Land </div> <div> As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Outcaster Trailblazer 2 6 </div> <div> Creature -- Human Druid </div> <div> When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) </div> <div> <div>4/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Outcaster Trailblazer 2 6 </div> <div> Creature -- Human Druid </div> <div> When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) </div> <div> <div>4/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Outcaster Trailblazer 2 6 </div> <div> Creature -- Human Druid </div> <div> When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) </div> <div> <div>4/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> Outcaster Trailblazer 2G </div> <div> Creature -- Human Druid </div> <div> <p>When this creature enters, add one mana of any color.</p> <p>Whenever another creature you control with power 4 or greater enters, draw a card.</p> <p>Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Quantum Riddler 3UU </div> <div> Creature -- Sphinx </div> <div> <p>Flying</p> <p>When this creature enters, draw a card.</p> <p>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</p> <p>Warp {1}{U}</p> </div> <div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Quantum Riddler 3UU </div> <div> Creature -- Sphinx </div> <div> <p>Flying</p> <p>When this creature enters, draw a card.</p> <p>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</p> <p>Warp {1}{U}</p> </div> <div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Quantum Riddler 3UU </div> <div> Creature -- Sphinx </div> <div> <p>Flying</p> <p>When this creature enters, draw a card.</p> <p>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</p> <p>Warp {1}{U}</p> </div> <div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Smuggler's Surprise G </div> <div> Instant </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.</p> <p>+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.</p> <p>+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Spell Snare U </div> <div> Instant </div> <div> <p>Counter target spell with mana value 2.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Spell Snare U </div> <div> Instant </div> <div> <p>Counter target spell with mana value 2.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Spider Manifestation 1R/G </div> <div> Creature -- Spider Avatar </div> <div> <p>Reach</p> <p>{T}: Add {R} or {G}.</p> <p>Whenever you cast a spell with mana value 4 or greater, untap this creature.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div>Spider Manifestation</div><div><div>1</div><div>R/G</div></div></div> <div><div>Creature -- Spider Avatar</div><div>Reach {T}: Add {R} or {G}. Whenever you cast a spell with mana value 4 or greater, untap this creature.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spider Manifestation</div><div><div>1</div><div>R/G</div></div></div> <div><div>Creature -- Spider Avatar</div><div>Reach {T}: Add {R} or {G}. Whenever you cast a spell with mana value 4 or greater, untap this creature.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spider Manifestation</div><div><div>1</div><div>R/G</div></div></div> <div><div>Creature -- Spider Avatar</div><div>Reach {T}: Add {R} or {G}. Whenever you cast a spell with mana value 4 or greater, untap this creature.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stomping Ground</div></div> <div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}. As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Temur Battlecrier **GUR**

Creature -- Orc Ranger

During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater.

4/3

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4/3

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During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater.

4/3

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Thor, God of Thunder (3)(R)(R)

Legendary Creature -- God Warrior Hero

Flying

When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card.

Whenever you cast a noncreature spell, Thor deals damage equal to that spell's mana value to any target.

5/5

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<div> Thor, God of Thunder 3 R R </div> <div> Legendary Creature -- God Warrior Hero </div> <div> Flying When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card. Whenever you cast a noncreature spell, Thor deals damage equal to that spell's mana value to any target. </div> <div> <div>5/5</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Thornspire Verge </div> <div> Land </div> <div> {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Thornspire Verge </div> <div> Land </div> <div> {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Willowrush Verge </div> <div> Land </div> <div> {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Abrade 1 R </div> <div> Instant </div> <div> Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Abrade 1 R </div> <div> Instant </div> <div> Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Disdainful Stroke 1 U </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Disdainful Stroke 1 U </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> Enduring Curiosity 2UU </div> <div> Enchantment Creature -- Cat Glimmer </div> <div> <p>Flash</p> <p>Whenever a creature you control deals combat damage to a player, draw a card.</p> <p>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Enduring Curiosity 2UU </div> <div> Enchantment Creature -- Cat Glimmer </div> <div> <p>Flash</p> <p>Whenever a creature you control deals combat damage to a player, draw a card.</p> <p>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Fire Magic R </div> <div> Instant </div> <div> <p>Tiered (Choose one additional cost.)</p> <p>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</p> <p>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</p> <p>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Flashfreeze 1U </div> <div> Instant </div> <div> <p>Counter target red or green spell.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Ghost Vacuum 1 </div> <div> Artifact </div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Guerrilla Gorilla 1G </div> <div> Creature -- Ape Soldier Hero </div> <div> <p>Reach</p> <p>Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Origin of Metalbending 1G </div> <div> Instant -- Lesson </div> <div> <p>Choose one --</p> <p>* Destroy target artifact or enchantment.</p> <p>* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Pawpatch Formation 1G </div> <div> Instant </div> <div> <p>Choose one --</p> <p>* Destroy target creature with flying.</p> <p>* Destroy target enchantment.</p> <p>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> Soul-Guide Lantern <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Spell Snare <div>U</div> </div> <div>Instant</div> <div> <p>Counter target spell with mana value 2.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Surrak, Elusive Hunter <div>26</div> </div> <div>Legendary Creature -- Human Warrior</div> <div> <p>This spell can't be countered.</p> <p>Trample</p> <p>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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