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| <div>Arbor Elf</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Untap target Forest.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                        | <div>Arbor Elf</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Untap target Forest.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                        | <div>Arbor Elf</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Untap target Forest.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                        | <div>Arbor Elf</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Untap target Forest.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                        |
| <div>Bloodbraid Elf</div> <div>2RG</div> <div>Creature -- Elf Berserker</div> <div>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bloodbraid Elf</div> <div>2RG</div> <div>Creature -- Elf Berserker</div> <div>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bloodbraid Elf</div> <div>2RG</div> <div>Creature -- Elf Berserker</div> <div>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bloodbraid Elf</div> <div>2RG</div> <div>Creature -- Elf Berserker</div> <div>Haste (This creature can attack and {T} as soon as it comes under your control.)<br/>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div></div><div><div>2</div><div>R</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                     | <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div></div><div><div>2</div><div>R</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                     | <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div></div><div><div>2</div><div>R</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                     | <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div></div><div><div>2</div><div>R</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Bonecrusher Giant</div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>4/3</div><div>-----ADVENTURE-----</div><div><div>Stomp</div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Bonecrusher Giant</div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>4/3</div><div>-----ADVENTURE-----</div><div><div>Stomp</div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Bonecrusher Giant</div><div>Creature -- Giant</div><div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div><div>4/3</div><div>-----ADVENTURE-----</div><div><div>Stomp</div><div>Instant -- Adventure</div><div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Karn, the Great Creator ④</div> <div>Legendary Planeswalker -- Karn</div> <div>Activated abilities of artifacts your opponents control can't be activated.<br/>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br/>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Karn, the Great Creator ④</div> <div>Legendary Planeswalker -- Karn</div> <div>Activated abilities of artifacts your opponents control can't be activated.<br/>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br/>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Karn, the Great Creator ④</div> <div>Legendary Planeswalker -- Karn</div> <div>Activated abilities of artifacts your opponents control can't be activated.<br/>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br/>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Karn, the Great Creator</div><div>④</div></div><div>Legendary Planeswalker -- Karn</div><div>Activated abilities of artifacts your opponents control can't be activated.<br/>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br/>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</div><div><div>L</div><div>5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Klothys, God of Destiny</div><div>①②③</div></div><div>Legendary Enchantment Creature -- God</div><div>Indestructible<br/>As long as your devotion to red and green is less than seven, Klothys isn't a creature.<br/>At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.</div><div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Klothys, God of Destiny</div><div>①②③</div></div><div>Legendary Enchantment Creature -- God</div><div>Indestructible<br/>As long as your devotion to red and green is less than seven, Klothys isn't a creature.<br/>At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent.</div><div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>②</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         |
| <div><div><div>Lightning Bolt</div><div>②</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                       | <div><div><div>Lightning Bolt</div><div>②</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                   | <div><div><div>Lightning Bolt</div><div>②</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                   | <div><div><div>Misty Rainforest</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pillage

① R R

Sorcery

Destroy target artifact or land. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pillage

① R R

## Sorcery

Destroy target artifact or land. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pillage

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Destroy target artifact or land. It can't be regenerated.

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## Pillage

① R R

## Sorcery

Destroy target artifact or land. It can't be regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seasoned Pyromancer

① R R

Creature - - Human Shaman

When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token.

{3}{R}{R}, Exile this card from your graveyard: Create two 1/1 red Elemental creature tokens.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seasoned Pyromancer

① R R

Creature -- Human Shaman

When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seasoned Pyromancer

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Seasoned Pyromancer</b> ①③③<br>Creature -- Human Shaman<br>When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token.<br>{3}{R}{R}, Exile this card from your graveyard: Create two 1/1 red Elemental creature tokens.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stomping Ground</b><br>Land -- Mountain Forest<br>({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                               | <b>Stomping Ground</b><br>Land -- Mountain Forest<br>({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                               | <b>Stomping Ground</b><br>Land -- Mountain Forest<br>({T}: Add {R} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                               |
| <b>Tireless Tracker</b> ②⑥<br>Creature -- Human Scout<br>Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br>Whenever you sacrifice a Clue, put a +1/+1 counter on this creature.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Utopia Sprawl</b> ⑥<br>Enchantment -- Aura<br>Enchant Forest<br>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. | <b>Utopia Sprawl</b> ⑥<br>Enchantment -- Aura<br>Enchant Forest<br>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. | <b>Utopia Sprawl</b> ⑥<br>Enchantment -- Aura<br>Enchant Forest<br>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. |

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| <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. | <b>Verdant Catacombs</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. | <b>Windswept Heath</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.    | <b>Windswept Heath</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.    |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              |
| <b>Windswept Heath</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.                                                                | <b>Windswept Heath</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.  | <b>Wooded Foothills</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. | <b>Wooded Foothills</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                            | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                            | <div>Wrenn and Six <div>R</div><div>G</div></div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand.<br/>[-1]: Wrenn and Six deals 1 damage to any target.<br/>[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Wrenn and Six <div>R</div><div>G</div></div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand.<br/>[-1]: Wrenn and Six deals 1 damage to any target.<br/>[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Arasta of the Endless Web <div>2</div><div>G</div><div>G</div></div> <div>Legendary Enchantment Creature -- Spider</div> <div>Reach<br/>Whenever an opponent casts an instant or sorcery spell, create a 1/2 green Spider creature token with reach.</div> <div>[sideboard]</div> <div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Arasta of the Endless Web <div>2</div><div>G</div><div>G</div></div> <div>Legendary Enchantment Creature -- Spider</div> <div>Reach<br/>Whenever an opponent casts an instant or sorcery spell, create a 1/2 green Spider creature token with reach.</div> <div>[sideboard]</div> <div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Batterskull <div>5</div></div> <div>Artifact -- Equipment</div> <div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br/>Equipped creature gets +4/+4 and has vigilance and lifelink.<br/>{3}: Return this Equipment to its owner's hand.<br/>Equip {5}</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                     | <div>Ensnaring Bridge <div>3</div></div> <div>Artifact</div> <div>Creatures with power greater than the number of cards in your hand can't attack.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                     |





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| <div> <div>Relic of Progenitus1</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard.<br/> {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Trinisphere3</div> <div>Artifact</div> <div> As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Wurmcoil Engine6</div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> Deathtouch, lifelink<br/> When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink. </div> <div>[sideboard]</div> <div> <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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