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| <p><b>Anger of the Gods</b> (1)(R)(R)</p> <p>Sorcery</p> <p>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                          | <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>([T]: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                    | <p><b>Bring to Light</b> (3)(G)(U)</p> <p>Sorcery</p> <p>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Bring to Light</b> (3)(G)(U)</p> <p>Sorcery</p> <p>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Bring to Light</b> (3)(G)(U)</p> <p>Sorcery</p> <p>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Bring to Light</b> (3)(G)(U)</p> <p>Sorcery</p> <p>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Cinder Glade</b></p> <p>Land -- Mountain Forest</p> <p>([T]: Add {R} or {G}.)<br/>This land enters tapped unless you control two or more basic lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                        | <p><b>Compulsive Research</b> (2)(U)</p> <p>Sorcery</p> <p>Target player draws three cards. Then that player discards two cards unless they discard a land card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                   |

① U U U

```
Choose two --
* Counter target spell.
* Return target permanent to its
owner's hand.
* Tap all creatures your opponents
control.
* Draw a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U U U

```
Choose two --
* Counter target spell.
* Return target permanent to its
owner's hand.
* Tap all creatures your opponents
control.
* Draw a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U U U

```
Choose two --
* Counter target spell.
* Return target permanent to its
  owner's hand.
* Tap all creatures your opponents
  control.
* Draw a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U U

```
Choose two --
* Counter target spell.
* Return target permanent to its
owner's hand.
* Tap all creatures your opponents
control.
* Draw a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U R

Electrolyze deals 2 damage divided as you choose among one or two targets.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

When this creature enters, you may return target card from your graveyard to your hand.

2/1

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><div>Glen Elendra Archmage</div><div><div>3</div><div>U</div></div></div><div>Creature -- Faerie Wizard</div><div><div>Flying</div><div>{U}, Sacrifice this creature: Counter target noncreature spell. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)</div></div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hunting Wilds</div><div><div>3</div><div>G</div></div></div><div>Sorcery</div><div><div>Kicker {3}{G} (You may pay an additional {3}{G} as you cast this spell.)</div><div>Search your library for up to two Forest cards, put them onto the battlefield tapped, then shuffle. If this spell was kicked, untap all Forests put onto the battlefield this way. They become 3/3 green creatures with haste that are still lands.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |
| <div><div><div>Island</div></div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                             | <div><div><div>Izzet Charm</div><div><div>U</div><div>R</div></div></div><div>Instant</div><div><div>Choose one --</div><div>* Counter target noncreature spell unless its controller pays {2}.</div><div>* Izzet Charm deals 2 damage to target creature.</div><div>* Draw two cards, then discard two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div><div>R</div></div></div><div>Instant</div><div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Lightning Bolt</div><div>R</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>R</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> | <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> |
| <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> | <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> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div><div>Overgrown Tomb</div></div><div>Land -- Swamp Forest</div><div>( {T}: Add {B} or {G}.)<br/>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>                |

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| <b>Pia and Kiran Nalaar</b> (2)(R)(R)<br>Legendary Creature -- Human Artificer<br><br>When Pia and Kiran Nalaar enters, create two 1/1 colorless Thopter artifact creature tokens with flying.<br>{2}{R}, Sacrifice an artifact: Pia and Kiran Nalaar deals 2 damage to any target.<br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Remand</b> (1)(U)<br>Instant<br><br>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br>Draw a card. | <b>Remand</b> (1)(U)<br>Instant<br><br>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br>Draw a card.          | <b>Remand</b> (1)(U)<br>Instant<br><br>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br>Draw a card.          |
| <b>Remand</b> (1)(U)<br>Instant<br><br>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br>Draw a card.                                                                                                                                                                            | <b>Roast</b> (1)(R)<br>Sorcery<br><br>Roast deals 5 damage to target creature without flying.                                                                                           | <b>Sakura-Tribe Elder</b> (1)(G)<br>Creature -- Snake Shaman<br><br>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. | <b>Sakura-Tribe Elder</b> (1)(G)<br>Creature -- Snake Shaman<br><br>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. |

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| <p><b>Sakura-Tribe Elder</b> (1)(G)</p> <p>Creature -- Snake Shaman</p> <p>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                      | <p><b>Sakura-Tribe Elder</b> (1)(G)</p> <p>Creature -- Snake Shaman</p> <p>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                      | <p><b>Scapeshift</b> (2)(G)(G)</p> <p>Sorcery</p> <p>Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             | <p><b>Scapeshift</b> (2)(G)(G)</p> <p>Sorcery</p> <p>Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                             |
| <p><b>Search for Tomorrow</b> (2)(G)</p> <p>Sorcery</p> <p>Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Search for Tomorrow</b> (2)(G)</p> <p>Sorcery</p> <p>Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Search for Tomorrow</b> (2)(G)</p> <p>Sorcery</p> <p>Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Search for Tomorrow</b> (2)(G)</p> <p>Sorcery</p> <p>Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>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>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>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>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>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>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<br/>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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<br/>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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<br/>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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<br/>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> |

## Swamp

Basic Land -- Swamp

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

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## Valakut, the Molten Pinnacle

Land

This land enters tapped. Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target. {T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Valakut, the Molten Pinnacle

Land

This land enters tapped. Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target. {T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Watery Grave

Land -- Island Swamp

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

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## Ancient Grudge

① R

Instant

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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## Back to Nature

① ②

Instant

Destroy all enchantments.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crumble to Dust

③R

## Sorcery

Devoid (This card has no color.)  
Exile target nonbasic land. Search  
its controller's graveyard, hand,  
and library for any number of cards  
with the same name as that land and  
exile them. Then that player  
shuffles.

[sidebar]

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## Dispel

U

Instant

Counter target instant spell.

[sideboard]

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| <div> <div> <b>Dispel</b> <span>U</span> </div> <div> Instant </div> <div> Counter target instant spell.<br/><br/> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                             | <div> <div> <b>Magus of the Moon</b> <span>2R</span> </div> <div> Creature -- Human Wizard </div> <div> Nonbasic lands are Mountains.<br/><br/> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                | <div> <div> <b>Melira, Sylvok Outcast</b> <span>1G</span> </div> <div> Legendary Creature -- Human Scout </div> <div> You can't get poison counters. Creatures you control can't have -1/-1 counters put on them. Creatures your opponents control lose infect.<br/><br/> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                      | <div> <div> <b>Obstinate Baloth</b> <span>2GG</span> </div> <div> Creature -- Beast </div> <div> When this creature enters, you gain 4 life.<br/> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br/><br/> [sideboard] </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> <b>Obstinate Baloth</b> <span>2GG</span> </div> <div> Creature -- Beast </div> <div> When this creature enters, you gain 4 life.<br/> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br/><br/> [sideboard] </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Obstinate Baloth</b> <span>2GG</span> </div> <div> Creature -- Beast </div> <div> When this creature enters, you gain 4 life.<br/> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br/><br/> [sideboard] </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Obstinate Baloth</b> <span>2GG</span> </div> <div> Creature -- Beast </div> <div> When this creature enters, you gain 4 life.<br/> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br/><br/> [sideboard] </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Rending Volley</b> <span>R</span> </div> <div> Instant </div> <div> This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.<br/><br/> [sideboard] </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                    |

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| <div> <div>Rending Volley</div> <div> <div>Instant</div> <div> <p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p> <p>[sideboard]</p> </div> </div> </div> | <div> <div>Shatterstorm</div> <div> <div>Sorcery</div> <div> <p>Destroy all artifacts. They can't be regenerated.</p> <p>[sideboard]</p> </div> </div> </div> | <div> <div>Slaughter Games</div> <div> <div>Sorcery</div> <div> <p>This spell can't be countered. Choose a nonland card name. Search target opponent's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> </div> </div> |  |
| <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                        | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                             |  |