

<div><div>Anger of the Gods</div><div>1R R</div></div> <div>Sorcery</div> <div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Anger of the Gods</div><div>1R R</div></div> <div>Sorcery</div> <div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Anger of the Gods</div><div>1R R</div></div> <div>Sorcery</div> <div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Anger of the Gods</div><div>1R R</div></div> <div>Sorcery</div> <div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Arena of Glory</div></div> <div>Land</div> <div>This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blood Moon</div><div>2 R</div></div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blood Moon</div><div>2 R</div></div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blood Moon</div><div>2 R</div></div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div> <div>Commercial District</div> </div> <div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}. This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Elder Gargaroth</div> <div> <div>3</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Beast</div> <div>Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card.</div> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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<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>Pick Your Poison</div><div>G</div></div><div>Sorcery</div><div>Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pillage</div><div>1RR</div></div><div>Sorcery</div><div>Destroy target artifact or land. It can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Prismatic Vista</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>The One Ring</div><div>4</div></div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>The One Ring</div><div>4</div></div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Utopia Sprawl</div><div>6</div></div><div>Enchantment -- Aura</div><div>Enchant Forest 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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Utopia Sprawl</div><div>6</div></div><div>Enchantment -- Aura</div><div>Enchant Forest 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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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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>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 (R)(G)</div> <div>Legendary Planeswalker -- Wrenn</div> <div>[+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-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>Chalice of the Void (X)(X)</div> <div>Artifact</div> <div>This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Engineered Explosives (X)</div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Engineered Explosives (X)</div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

③

Creatures with power greater than the number of cards in your hand can't attack.

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2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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②

{T}: Target permanent becomes an artifact in addition to its other types until end of turn.

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G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

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①

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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①

{T}: Target player exiles a card from their graveyard.

{1}, Exile this artifact: Exile all graveyards. Draw a card.

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④

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

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<div><div><div>Tormod's Crypt</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Umbral Mantle</div><div>Artifact -- Equipment</div><div><div>Equipped creature has "{3}, {Q}:</div><div>This creature gets +2/+2 until end of turn." ({Q} is the untap symbol.)</div><div>Equip {0}</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Veil of Summer</div><div>Instant</div><div><div>Draw a card if an opponent has cast a blue or black spell this turn.</div><div>Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Walking Ballista</div><div>Artifact Creature -- Construct</div><div><div>This creature enters with X +1/+1 counters on it.</div><div>{4}: Put a +1/+1 counter on this creature.</div><div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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