

Call of the Herd 26 Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Call of the Herd 26 Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Call of the Herd 26 Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Call of the Herd 26 Sorcery Create a 3/3 green Elephant creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ([T]): Add [G].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Lavamancer Creature -- Human Wizard [R], [T], Exile two cards from your graveyard: This creature deals 2 damage to any target. 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Lavamancer Creature -- Human Wizard [R], [T], Exile two cards from your graveyard: This creature deals 2 damage to any target. 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Lavamancer Creature -- Human Wizard [R], [T], Exile two cards from your graveyard: This creature deals 2 damage to any target. 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Incinerate Instant Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incinerate Instant Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incinerate Instant Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Incinerate Instant Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Jackal Pup Ⓜ Creature -- Jackal Whenever this creature is dealt damage, it deals that much damage to you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jackal Pup Ⓜ Creature -- Jackal Whenever this creature is dealt damage, it deals that much damage to you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jackal Pup Ⓜ Creature -- Jackal Whenever this creature is dealt damage, it deals that much damage to you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jackal Pup Ⓜ Creature -- Jackal Whenever this creature is dealt damage, it deals that much damage to you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain

Basic Land -- Mountain

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

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① ②

Instant

Destroy target artifact or enchantment.

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G

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0 and
has trample.
When this Aura is put into a
graveyard from the battlefield,
return it to its owner's hand.

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Enchantment

Sacrifice this enchantment: It deals 2 damage to any target.

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®

Enchantment

Sacrifice this enchantment: It deals 2 damage to any target.

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®

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R G

Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it.

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2/2

RG

Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it.

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2/2

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Whenever a Sliver becomes blocked,
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2/2

R G

Whenever a Sliver becomes blocked, that Sliver gets +1/+1 until end of turn for each creature blocking it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

① ②

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

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① ⑥

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

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This land enters tapped.
{T}: Add {G}.
{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)

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Treetop Village Land This land enters tapped. {T}: Add {G}. {1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wild Mongrel ①⑥ Creature -- Dog Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Mongrel ①⑥ Creature -- Dog Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Mongrel ①⑥ Creature -- Dog Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Mongrel ①⑥ Creature -- Dog Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills Land {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 PLAYbotbox.dev	Wooded Foothills Land {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 PLAYbotbox.dev	Wooded Foothills Land {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 PLAYbotbox.dev	Wooded Foothills Land {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 PLAYbotbox.dev
Gaea's Blessing Sorcery Target player shuffles up to three target cards from their graveyard into their library. Draw a card. When this card is put into your graveyard from your library, shuffle your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Red Elemental Blast Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simoon R G Instant Simoon deals 1 damage to each creature target opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simoon R G Instant Simoon deals 1 damage to each creature target opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simoon R G Instant Simoon deals 1 damage to each creature target opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Threaten 2 R Sorcery Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (It can attack and {T} this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Threaten 2 R Sorcery Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (It can attack and {T} this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain 1 G Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Domain 1 G Instant Destroy all non-Aura enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

G

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

Ⓒ

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev