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| <div><div>Armageddon</div><div><div>3</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       | <div><div>Armageddon</div><div><div>3</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               | <div><div>Armageddon</div><div><div>3</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         | <div><div>Armageddon</div><div><div>3</div><div>W</div></div></div> <div>Sorcery</div> <div>Destroy all lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         |
| <div><div>Battlefield Forge</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brushland</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Call of the Herd</div><div><div>2</div><div>G</div></div></div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Call of the Herd</div><div><div>2</div><div>G</div></div></div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Call of the Herd</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Sorcery</div> <div>Create a 3/3 green Elephant creature token.<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Exalted Angel</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Angel</div> <div>Flying<br/>Whenever this creature deals damage, you gain that much life.<br/>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                   | <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   |
| <div> <div>Gemstone Mine</div> </div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div> <div>Gemstone Mine</div> </div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div> <div>Gemstone Mine</div> </div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Karplusan Forest</div> </div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Kor Haven</b><br><hr/> Legendary Land<br><hr/> {T}: Add {C}.<br>{1}{W}, {T}: Prevent all combat damage that would be dealt by target attacking creature this turn.                                                                                     | <b>Mox Diamond</b> ⑥<br><hr/> Artifact<br><hr/> If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.<br>{T}: Add one mana of any color. | <b>Mox Diamond</b> ⑥<br><hr/> Artifact<br><hr/> If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.<br>{T}: Add one mana of any color. | <b>Mox Diamond</b> ⑥<br><hr/> Artifact<br><hr/> If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.<br>{T}: Add one mana of any color. |
| 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>Mox Diamond</b> ⑥<br><hr/> Artifact<br><hr/> If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.<br>{T}: Add one mana of any color. | <b>Naturalize</b> ①⑥<br><hr/> Instant<br><hr/> Destroy target artifact or enchantment.                                                                                                                                                                    | <b>Naturalize</b> ①⑥<br><hr/> Instant<br><hr/> Destroy target artifact or enchantment.                                                                                                                                                                    | <b>Nimble Mongoose</b> ⑥<br><hr/> Creature -- Mongoose<br><hr/> Shroud (This creature can't be the target of spells or abilities.)<br>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.                   |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                        | <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                         |

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| <div><div><div><div><div><div></div><div><b>Nimble Mongoose</b></div><div><div>Ⓞ</div></div></div><div>Creature -- Mongoose</div><div>Shroud (This creature can't be the target of spells or abilities.)<br/>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Nimble Mongoose</b></div><div><div>Ⓞ</div></div></div><div>Creature -- Mongoose</div><div>Shroud (This creature can't be the target of spells or abilities.)<br/>Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.</div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Plains</b></div><div></div></div><div>Basic Land -- Plains</div><div>(<b>{T}</b>): Add <b>{W}</b>.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                  | <div><div><div><div><div><div></div><div><b>Plains</b></div><div></div></div><div>Basic Land -- Plains</div><div>(<b>{T}</b>): Add <b>{W}</b>.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                  |
| <div><div><div><div><div><div></div><div><b>Rishadan Port</b></div><div></div></div><div>Land</div><div><b>{T}</b>: Add <b>{C}</b>.<br/><b>{1}</b>, <b>{T}</b>: Tap target land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                        | <div><div><div><div><div><div></div><div><b>Rishadan Port</b></div><div></div></div><div>Land</div><div><b>{T}</b>: Add <b>{C}</b>.<br/><b>{1}</b>, <b>{T}</b>: Tap target land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                        | <div><div><div><div><div><div></div><div><b>Rith's Grove</b></div><div></div></div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/><b>{T}</b>: Add <b>{R}</b>, <b>{G}</b>, or <b>{W}</b>.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Rith's Grove</b></div><div></div></div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/><b>{T}</b>: Add <b>{R}</b>, <b>{G}</b>, or <b>{W}</b>.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |

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| <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       |
| <div><div>Sylvan Library</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Library</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Terravore</b> 1GG<br>Creature -- Lhurgoyf<br>Trample<br>Terravore's power and toughness are each equal to the number of land cards in all graveyards.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Terravore</b> 1GG<br>Creature -- Lhurgoyf<br>Trample<br>Terravore's power and toughness are each equal to the number of land cards in all graveyards.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                               | <b>Terravore</b> 1GG<br>Creature -- Lhurgoyf<br>Trample<br>Terravore's power and toughness are each equal to the number of land cards in all graveyards.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                               | <b>Terravore</b> 1GG<br>Creature -- Lhurgoyf<br>Trample<br>Terravore's power and toughness are each equal to the number of land cards in all graveyards.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Tranquil Thicket</b><br>Land<br>This land enters tapped.<br>{T}: Add {G}.<br>Cycling {G} ({G}, Discard this card: Draw a card.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                      | <b>Treetop Village</b><br>Land<br>This land enters tapped.<br>{T}: Add {G}.<br>{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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Treetop Village</b><br>Land<br>This land enters tapped.<br>{T}: Add {G}.<br>{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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wasteland</b><br>Land<br>{T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target nonbasic land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                    |

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| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Weathered Wayfarer</div><div>Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Weathered Wayfarer</div><div>Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weathered Wayfarer</div><div>Creature -- Human Nomad Cleric</div><div>{W}, {T}: Search your library for a land card, reveal it, put it into your hand, then shuffle. Activate only if an opponent controls more lands than you.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Werebear</div><div>Creature -- Human Bear Druid</div><div>{T}: Add {G}.<br/>Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Werebear</div><div>Creature -- Human Bear Druid</div><div>{T}: Add {G}.<br/>Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   |

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| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                |
| <div><div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cursed Scroll</div><div>Artifact</div><div>{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Cursed Totem2</div><div>Artifact</div><div>Activated abilities of creatures can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Cursed Totem2</div><div>Artifact</div><div>Activated abilities of creatures can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hidden Gibbons6</div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hidden Gibbons6</div><div>Enchantment</div><div>When an opponent casts an instant spell, if this permanent is an enchantment, it becomes a 4/4 Ape creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>PyroblastR</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyroclasm1R</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Pyroclasm1R</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Pyroclasm1R</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           |

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