

2GG

Shroud (This creature can't be the target of spells or abilities.)
Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Shroud (This creature can't be the target of spells or abilities.)
Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Shroud (This creature can't be the target of spells or abilities.)
Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Shroud (This creature can't be the target of spells or abilities.)
Fading 3 (This creature enters with three fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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
Earthquake XR Sorcery Earthquake deals X damage to each creature without flying and each player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Earthquake XR Sorcery Earthquake deals X damage to each creature without flying and each player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Earthquake XR Sorcery Earthquake deals X damage to each creature without flying and each player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

®

{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

```
Lightning Bolt deals 3 damage to any
target.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2
Assembly-Worker artifact creature
until end of turn. It's still a
land.
{T}: Target Assembly-Worker creature
gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossfire Valley

Land

 $\{1\}, \{T\}: \text{Add } \{R\}\{G\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossfire Valley

Land

 $\{1\}, \{T\}: \text{Add } \{R\}\{G\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossfire Valley

Land

$\{1\}, \{T\}$: Add $\{R\}\{G\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossfire Valley

Land

 $\{1\}, \{T\}: \text{Add } \{R\}\{G\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land - - Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize

① ②

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize

① ⑥

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize

① ⑥

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Naturalize

① ②

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm

① R

Sorcery

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm

① R

Sorcery

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm

① R

Sorcery

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Baloth

2GG

Creature -- Beast

Sacrifice a Beast: You gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

Ravenous Baloth ②⑥⑥ Creature -- Beast Sacrifice a Beast: You gain 4 life. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ravenous Baloth ②⑥⑥ Creature -- Beast Sacrifice a Beast: You gain 4 life. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Oasis Land This land enters tapped. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Oasis Land This land enters tapped. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sylvan Library ①⑥ Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library ①⑥ Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library ①⑥ Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library ①⑥ Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. 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	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
Aftershock Sorcery Destroy target artifact, creature, or land. Aftershock deals 3 damage to you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cave-In Sorcery You may exile a red card from your hand rather than pay this spell's mana cost. Cave-In deals 2 damage to each creature and each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Earthquake Sorcery Earthquake deals X damage to each creature without flying and each player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hull Breach Sorcery Choose one -- * Destroy target artifact. * Destroy target enchantment. * Destroy target artifact and target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hull Breach R G Sorcery Choose one -- * Destroy target artifact. * Destroy target enchantment. * Destroy target artifact and target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hull Breach R G Sorcery Choose one -- * Destroy target artifact. * Destroy target enchantment. * Destroy target artifact and target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nantuko Vigilante 3 G Creature -- Insect Druid Mutant Morph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, destroy target artifact or enchantment. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nantuko Vigilante 3 G Creature -- Insect Druid Mutant Morph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, destroy target artifact or enchantment. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nantuko Vigilante 3 G Creature -- Insect Druid Mutant Morph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) When this creature is turned face up, destroy target artifact or enchantment. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reverent Silence 3 G Sorcery If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

©

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev