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| <b>Anurid Brushhopper</b> (1)(G)(W)<br>Creature -- Frog Beast<br>Discard two cards: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Anurid Brushhopper</b> (1)(G)(W)<br>Creature -- Frog Beast<br>Discard two cards: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Armageddon</b> (3)(W)<br>Sorcery<br>Destroy all lands.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                          | <b>Armageddon</b> (3)(W)<br>Sorcery<br>Destroy all lands.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                        |
| <b>Aura of Silence</b> (1)(W)(W)<br>Enchantment<br>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br>Sacrifice this enchantment: Destroy target artifact or enchantment.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Battlefield Forge</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {W}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                            | <b>Brushland</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {G} or {W}. This land deals 1 damage to you.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Call of the Herd</b> (2)(G)<br>Sorcery<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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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>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>Cataclysm</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Cataclysm</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div>Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Disenchant</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Destroy target artifact or enchantment.</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>   |

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| <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Karplusan Forest</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add {R} or {G}. This land deals 1 damage to you.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div>Mox Diamond</div><div>Artifact</div><div><p>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.</p><p>{T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mox Diamond</div><div>Artifact</div><div><p>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.</p><p>{T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Diamond</div><div>Artifact</div><div><p>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.</p><p>{T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Diamond</div><div>Artifact</div><div><p>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.</p><p>{T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Naturalize</div><div>Instant</div><div><p>Destroy target artifact or enchantment.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        |

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| <b>Nimble Mongoose</b> <span>6</span><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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Nimble Mongoose</b> <span>6</span><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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Nimble Mongoose</b> <span>6</span><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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Nimble Mongoose</b> <span>6</span><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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                | <b>Rishadan Port</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{1}, {T}: Tap target land.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                             | <b>Rishadan Port</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{1}, {T}: Tap target land.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                             |

## Rishadan Port

Land

{T}: Add {C}.  
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rith's Grove

Land -- Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.  
{T}: Add {R}, {G}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rith's Grove

Land -- Lair

When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.  
{T}: Add {R}, {G}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sec1uded Steppe

Land

This land enters tapped.  
{T}: Add {W}.  
Cycling {W} ({W}, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares

W

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares

W

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares

W

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swords to Plowshares

W

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Sylvan Library</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <p>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.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sylvan Library</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <p>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.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sylvan Library</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <p>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.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Terravore</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                               |
| <div> <div>Terravore</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <div>Terravore</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <div>Terravore</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>Trample<br/>Terravore's power and toughness are each equal to the number of land cards in all graveyards.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <div>Treetop Village</div> <div> <div>Land</div> <div> <p>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.)</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <b>Treetop Village</b><br><hr/> Land<br><hr/> <p>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.)</p> | <b>Wasteland</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}, Sacrifice this land: Destroy target nonbasic land.</p>                                                                                                                                                 | <b>Wasteland</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}, Sacrifice this land: Destroy target nonbasic land.</p>                                                                                                                                                 | <b>Wasteland</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}, Sacrifice this land: Destroy target nonbasic land.</p>                                                                                                                                                 |
| 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>Wasteland</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}, Sacrifice this land: Destroy target nonbasic land.</p>                                                                                                                                                                    | <b>Weathered Wayfarer</b> <span>W</span><br><hr/> Creature -- Human Nomad Cleric<br><hr/> <p>{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.</p> <div>1/1</div> | <b>Weathered Wayfarer</b> <span>W</span><br><hr/> Creature -- Human Nomad Cleric<br><hr/> <p>{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.</p> <div>1/1</div> | <b>Weathered Wayfarer</b> <span>W</span><br><hr/> Creature -- Human Nomad Cleric<br><hr/> <p>{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.</p> <div>1/1</div> |
| 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                                                                                                                                                                                                                     |

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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><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cursed Totem</div><div>Artifact</div><div>Activated abilities of creatures can't be activated.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div><div>Cursed Totem</div><div>Artifact</div><div>Activated abilities of creatures can't be activated.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div><div>Phyrexian Furnace</div><div>Artifact</div><div>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Pyroclasm</div><div>1R</div></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><div>Pyroclasm</div><div>1R</div></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><div>Pyroclasm</div><div>1R</div></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><div>Pyroclasm</div><div>1R</div></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><div>Ray of Revelation</div><div>1W</div></div><div>Instant</div><div>Destroy target enchantment.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tormod's Crypt</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① W

Whenever an opponent casts a red spell, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Whenever an opponent casts a red spell, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## ①

Sacrifice a land: You gain 2 life.

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