

Akroma, Angel of Wrath 5WWW Legendary Creature -- Angel Flying, first strike, vigilance, trample, haste, protection from black and from red 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Animate Dead 1B Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Battlefield Scrounger 3GG Creature -- Centaur Threshold -- Put three cards from your graveyard on the bottom of your library: This creature gets +3/+3 until end of turn. Activate only once each turn and only if there are seven or more cards in your graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crosis's Catacombs Land -- Lair When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand. {T}: Add {U}, {B}, or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Eladamri's Vineyard 6 Enchantment At the beginning of each player's first main phase, that player adds {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eladamri's Vineyard 6 Enchantment At the beginning of each player's first main phase, that player adds {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eladamri's Vineyard 6 Enchantment At the beginning of each player's first main phase, that player adds {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Spirit Guide 26 Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gemstone Mine Land This land enters with three mining counters on it. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hermit Druid 16 Creature -- Human Druid {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hermit Druid 16 Creature -- Human Druid {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hermit Druid 16 Creature -- Human Druid {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hermit Druid 16 Creature -- Human Druid {G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Karmic Guide 3WW Creature -- Angel Spirit Flying, protection from black Echo {3}{W}{W} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, return target creature card from your graveyard to the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Krosan Reclamation 16 Instant Target player shuffles up to two target cards from their graveyard into their library. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land
{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Land
{T}: Add {C}.
{T}: Add {B} or {G}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Illusion

Flying

When this creature enters, untap up to seven lands.

{2}{U}{U}: Return this creature to its owner's hand.

4/5

Artifact Creature -- Phyrexian Construct

When this creature's power is 7 or greater, sacrifice it.
Exile the top card of your library:
Put X +1/+1 counters on this creature, where X is the exiled card's mana value.

1/1

Creature -- Atog

Discard a card: This creature gets +1/+1 until end of turn.
Exile two cards from your graveyard: This creature gets +1/+1 until end of turn.

1/2

Land
 {T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land
{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land
{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

2 R

At the beginning of your upkeep, you may return this card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

This creature enters with three +1/+1 counters on it.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add one mana of any color.
During your next untap step, as you untap your permanents, return this land to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Volrath's Shapeshifter 1UU Creature -- Phyrexian Shapeshifter As long as the top card of your graveyard is a creature card, this creature has the full text of that card and has the text "{2}: Discard a card." (This creature has that card's name, mana cost, color, types, abilities, power, and toughness.) {2}: Discard a card. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volrath's Shapeshifter 1UU Creature -- Phyrexian Shapeshifter As long as the top card of your graveyard is a creature card, this creature has the full text of that card and has the text "{2}: Discard a card." (This creature has that card's name, mana cost, color, types, abilities, power, and toughness.) {2}: Discard a card. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Roots 1G Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Roots 1G Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wall of Roots 1 6 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enlightened Tutor W Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghиту Slinger 2 R Creature -- Human Nomad Echo {2}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, it deals 2 damage to any target. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gorilla Shaman R Creature -- Ape Shaman {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monk Realist 1 W Creature -- Human Monk Cleric When this creature enters, destroy target enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Naturalize 1 G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Naturalize 1 G Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② W

Destroy target enchantment.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this creature enters, destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.