

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ⓒ

This spell can't be countered.
Green spells you control can't be countered.
{4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.

1/1

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3 G W U B

Flying, vigilance, deathtouch, lifelink

When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)

7/7

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① ② G

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)

Whenever you tap a creature for mana, add an additional {G}.

2/2

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① ②

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2/2

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Ba Sing Se Land This land enters tapped unless you control a basic land. {T}: Add {G}. {2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bayou Land -- Swamp Forest ({T}: Add {B} or {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bayou Land -- Swamp Forest ({T}: Add {B} or {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Birds of Paradise Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector Ouphe Creature -- Ouphe Activated abilities of artifacts can't be activated. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Craterhoof Behemoth ⑤⑥⑥⑥ Creature -- Beast Haste When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance ①⑥⑥ Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance ①⑥⑥ Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

(X) (G)

Sorcery

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(X) (G)

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

(X) (G)

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

1 B G

Legendary Planeswalker -- Grist

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5 B/G B/G

Legendary Creature -- Avatar

8/8

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Ignoble Hierarchy ⑥ Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ignoble Hierarchy ⑥ Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ignoble Hierarchy ⑥ Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ignoble Hierarchy ⑥ Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Natural Order ②⑥⑥ Sorcery As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Natural Order ②⑥⑥ Sorcery As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Natural Order ②⑥⑥ Sorcery As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Once Upon a Time ①⑥ Instant If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Once Upon a Time (1)(G) Instant If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Once Upon a Time (1)(G) Instant If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out (3)(B) Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Springheart Nantuko (1)(G) Enchantment Creature -- Insect Monk Bestow {1}{G} Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Safekeeper (G) Creature -- Human Wizard Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talon Gates of Madara Land -- Gate When this land enters, up to one target creature phases out. {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}: Put this card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talon Gates of Madara Land -- Gate When this land enters, up to one target creature phases out. {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}: Put this card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. 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

Wight of the Reliquary (B)(G) Creature -- Zombie Knight Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wight of the Reliquary (B)(G) Creature -- Zombie Knight Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wight of the Reliquary (B)(G) Creature -- Zombie Knight Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wight of the Reliquary (B)(G) Creature -- Zombie Knight Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Choke (2)(G) Enchantment Islands don't untap during their controllers' untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Choke (2)(G) Enchantment Islands don't untap during their controllers' untap steps. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disruptor Flute (2) Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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②

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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1 G G

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

3/4

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① B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

2/2

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2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.

[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.

[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

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2 U U

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.

Exile any number of target spells.

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2 U U

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.

[sidebar]

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2 B

Flash

You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

[sidebar]

3/2

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2 B

Flash

You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

[sidebar]

3/2

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3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.

Destroy target nonblack creature. It can't be regenerated.

[sideboard]

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