

Bayou Land -- Swamp Forest {T}: Add {B} or {G}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doorkeeper Thrull 1W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doorkeeper Thrull 1W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doorkeeper Thrull 1W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gaea's Cradle Legendary Land {T}: Add {G} for each creature you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glissa Sunslayer 1 B G Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith X G Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith X G Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Green Sun's Zenith



Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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Horizon Canopy

Land

{T}, Pay 1 life: Add {G} or {W}.
 {1}, {T}, Sacrifice this land: Draw
 a card.

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Ignoble Hierarch



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

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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

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Karakas

Legendary Land

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{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
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Keen-Eyed Curator



Creature - - Raccoon Scout

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

{1}: Exile target card from a graveyard.

3/3

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Keen-Eyed Curator G G Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Knight of the Reliquary 1 G W Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Knight of the Reliquary 1 G W Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Knight of the Reliquary 1 G W Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Noble Hierarchy G Creature -- Human Druid Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noble Hierarchy G Creature -- Human Druid Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noble Hierarchy G Creature -- Human Druid Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noble Hierarchy G Creature -- Human Druid Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Nurturing Peatland Land {T}, Pay 1 life: Add {B} or {G}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Once Upon a Time 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 PLAYbotbox.dev	Once Upon a Time 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 PLAYbotbox.dev	Once Upon a Time 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 PLAYbotbox.dev
Plains Basic Land -- Plains ({T} : Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Savannah Land -- Forest Plains ({T} : Add {G} or {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Savannah Land -- Forest Plains ({T} : Add {G} or {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrubland Land -- Plains Swamp ({T} : Add {W} or {B} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. 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	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Collector Ouphe1G Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening SilenceW Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening SilenceW Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance1GG 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. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Endurance 1GG 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. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Macabre 1BB Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Macabre 1BB Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor 2GG Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Force of Vigor 2GG Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grist, the Hunger Tide 1BG Legendary Planeswalker -- Grist 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. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outland Liberator 1G Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 2/2 ----- BACK FACE ----- Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snuff Out 3B 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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BP

{B/P} can be paid with either {B} or 2 life.)
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

[sideboard]

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