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| <div>Bayou</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     | <div>Bayou</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                     | <div>Birds of Paradise</div> <div>Creature -- Bird</div> <div>Flying</div> <div>{T}: Add one mana of any color.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Collector Ouphe</div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           |
| <div>Dryad Arbor</div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Endurance</div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>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.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div>Gaddock Teeg</div> <div>Legendary Creature -- Kithkin Advisor</div> <div>Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

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Sorcery

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## Sorcery

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## Legendary Planeswalker -- Grist

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Creature -- Goblin Shaman

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## Legendary Land

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| <p><b>Knight of the Reliquary</b> ①⑥⑦</p> <p>Creature -- Human Knight</p> <p>This creature gets +1/+1 for each land card in your graveyard.<br/>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Knight of the Reliquary</b> ①⑥⑦</p> <p>Creature -- Human Knight</p> <p>This creature gets +1/+1 for each land card in your graveyard.<br/>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Knight of the Reliquary</b> ①⑥⑦</p> <p>Creature -- Human Knight</p> <p>This creature gets +1/+1 for each land card in your graveyard.<br/>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Knight of the Reliquary</b> ①⑥⑦</p> <p>Creature -- Human Knight</p> <p>This creature gets +1/+1 for each land card in your graveyard.<br/>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Lush Portico</b></p> <p>Land -- Forest Plains</p> <p>({T}: Add {G} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                          | <p><b>Mother of Runes</b> ⑦</p> <p>Creature -- Human Cleric</p> <p>{T}: Target creature you control gains protection from the color of your choice until end of turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                              | <p><b>Noble Hierarch</b> ⑥</p> <p>Creature -- Human Druid</p> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {G}, {W}, or {U}.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                               | <p><b>Noble Hierarch</b> ⑥</p> <p>Creature -- Human Druid</p> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {G}, {W}, or {U}.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                               |

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| <div> <div>Nurturing Peatland</div> <div>Land</div> <div> {[T]}, Pay 1 life: Add {[B]} or {[G]}.<br/> {[1]}, {[T]}, Sacrifice this land: Draw a card. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                           | <div> <div>Once Upon a Time</div> <div>Instant</div> <div> 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. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Once Upon a Time</div> <div>Instant</div> <div> 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. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Once Upon a Time</div> <div>Instant</div> <div> 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. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div> Flash<br/> When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. </div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div> Flash<br/> When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. </div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                              | <div> <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div> Flash<br/> When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. </div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                              | <div> <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div> Flash<br/> When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. </div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                              |

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| <div> <b>Outland Liberator</b> <span>1G</span> </div> <div>           Creature -- Human Werewolf         </div> <div>           {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.)         </div> <div> <div>2/2</div> </div> <div>           ----- BACK FACE -----         </div> <div> <b>Frenzied Trapbreaker</b> </div> <div>           Creature -- Werewolf         </div> <div>           {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.)         </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Plains</b> </div> <div>           Basic Land -- Plains         </div> <div>           ({T}: Add {W}.)         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                    | <div> <b>Ramunap Excavator</b> <span>2G</span> </div> <div>           Creature -- Snake Cleric         </div> <div>           You may play lands from your graveyard.         </div> <div> <div>2/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Renegade Rallier</b> <span>1GW</span> </div> <div>           Creature -- Human Warrior         </div> <div>           Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Savannah</b> </div> <div>           Land -- Forest Plains         </div> <div>           ({T}: Add {G} or {W}.)         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <b>Scavenging Ooze</b> <span>1G</span> </div> <div>           Creature -- Ooze         </div> <div>           {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Scrubland</b> </div> <div>           Land -- Plains Swamp         </div> <div>           ({T}: Add {W} or {B}.)         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                              | <div> <b>Swords to Plowshares</b> <span>W</span> </div> <div>           Instant         </div> <div>           Exile target creature. Its controller gains life equal to its power.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                  |

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| <div><div>Swords to Plowshares</div><div>W</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Swords to Plowshares</div><div>W</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Swords to Plowshares</div><div>W</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Thalia, Guardian of Thraben</div><div>1W</div><div>Legendary Creature -- Human Soldier</div><div>First strike<br/>Noncreature spells cost {1} more to cast.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |
| <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               |
| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Wight of the Reliquary <div>BG</div></div><div>Creature -- Zombie Knight</div><div>Vigilance<br/>This creature gets +1/+1 for each creature card in your graveyard.<br/>{T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wight of the Reliquary <div>BG</div></div><div>Creature -- Zombie Knight</div><div>Vigilance<br/>This creature gets +1/+1 for each creature card in your graveyard.<br/>{T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                      | <div>Yavimaya, Cradle of Growth</div> <div>Legendary Land</div> <div>Each land is a Forest in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                        |
| <div>Doorkeeper Thrull <div>1W</div></div> <div>Creature -- Thrull</div> <div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Doorkeeper Thrull <div>1W</div></div> <div>Creature -- Thrull</div> <div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div> <div>[sideboard]</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Endurance <div>1GG</div></div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Reach<br/>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.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Endurance <div>1GG</div></div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Reach<br/>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.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>            | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Life from the Loam</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                           | <div> <div>Opposition Agent</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Human Rogue</div> <div> <div>Flash</div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Plague Engineer</div> <div> <div>2</div> <div>B</div> </div> </div> <div>Creature -- Phyrexian Carrier</div> <div> <div>Deathtouch</div> <p>As this creature enters, choose a creature type. Creatures of the chosen type your opponents control get -1/-1.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soulless Jailer</div> <div> <div>2</div> </div> </div> <div>Artifact Creature -- Phyrexian Golem</div> <div> <p>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</p> <p>[sideboard]</p> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>       | <div> <div>Surgical Extraction</div> <div> <div>BP</div> </div> </div> <div>Instant</div> <div> <p>{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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div> <div>BP</div> </div> </div> <div>Instant</div> <div> <p>{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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                             |

