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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Allosaurus Shepherd</div><div><div>G</div></div></div><div><div>Creature -- Elf Shaman</div><div><div>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.</div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Atraxa, Grand Unifier</div><div><div>3GWUB</div></div></div><div><div>Legendary Creature -- Phyrexian Angel</div><div><div>Flying, vigilance, deathtouch, lifelink<br/>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.)</div></div></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Bayou</div><div></div></div><div><div>Land -- Swamp Forest</div><div><div>{T}: Add {B} or {G}.</div></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                  | <div><div><div>Bayou</div><div></div></div><div><div>Land -- Swamp Forest</div><div><div>{T}: Add {B} or {G}.</div></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                         |
| <div><div><div>Bojuka Bog</div><div></div></div><div><div>Land</div><div><div>This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.</div></div></div><div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                     | <div><div><div>Collector Ouphe</div><div><div>1G</div></div></div><div><div>Creature -- Ouphe</div><div><div>Activated abilities of artifacts can't be activated.</div></div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                       | <div><div><div>Craterhoof Behemoth</div><div><div>5GGG</div></div></div><div><div>Creature -- Beast</div><div><div>Haste<br/>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.</div></div></div><div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Dryad Arbor</div><div></div></div><div><div>Land Creature -- Forest Dryad</div><div><div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div></div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |



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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            |
| <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Green Sun's Zenith</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Green Sun's Zenith</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## 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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## 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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## **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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## **Ignoble Hierarch**



Creature -- Goblin Shaman

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0/1

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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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## 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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## Lair of the Hydra

Land

If you control two or more other lands, this land enters tapped.  
 {T}: Add {G}.  
 {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

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| <div><div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                             | <div><div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                           | <div><div><div>Natural Order</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>2GG</div></div> | <div><div><div>Natural Order</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>2GG</div></div> |
| <div><div><div>Natural Order</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>2GG</div></div> | <div><div><div>Noble Hierarchy</div><div>Creature -- Human Druid</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>G</div></div> | <div><div><div>Noble Hierarchy</div><div>Creature -- Human Druid</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>G</div></div>   | <div><div><div>Noble Hierarchy</div><div>Creature -- Human Druid</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>G</div></div>   |

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| <div> <div>Noble Hierarchy</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Human Druid</div> <div> <div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</div> <div>{T}: Add {G}, {W}, or {U}.</div> </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Once Upon a Time</div> <div> <div>16</div> </div> </div> <div> <div>Instant</div> <div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost.</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Once Upon a Time</div> <div> <div>16</div> </div> </div> <div> <div>Instant</div> <div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost.</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Once Upon a Time</div> <div> <div>16</div> </div> </div> <div> <div>Instant</div> <div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost.</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Quirion Ranger</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Ranger</div> <div> <div>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                        | <div> <div>Sylvan Safekeeper</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                  | <div> <div>Sylvan Safekeeper</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                  | <div> <div>Talon Gates of Madara</div> <div> <div>Land -- Gate</div> </div> <div> <div>When this land enters, up to one target creature phases out.</div> <div>{T}: Add {C}.</div> <div>{1}, {T}: Add one mana of any color.</div> <div>{4}: Put this card from your hand onto the battlefield.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                      |

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| <p><b>Talon Gates of Madara</b></p> <p>Land -- Gate</p> <p>When this land enters, up to one target creature phases out.<br/> {T}: Add {C}.<br/> {1}, {T}: Add one mana of any color.<br/> {4}: Put this card from your hand onto the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                      | <p><b>Underground Mortuary</b></p> <p>Land -- Swamp Forest</p> <p>({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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                         | <p><b>Verdant Catacombs</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                        | <p><b>Verdant Catacombs</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                        |
| <p><b>Wight of the Reliquary</b> Ⓑ Ⓔ</p> <p>Creature -- Zombie Knight</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wight of the Reliquary</b> Ⓑ Ⓔ</p> <p>Creature -- Zombie Knight</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wight of the Reliquary</b> Ⓑ Ⓔ</p> <p>Creature -- Zombie Knight</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Wight of the Reliquary</b> Ⓑ Ⓔ</p> <p>Creature -- Zombie Knight</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

## 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.

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## 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

## Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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① BP BP

Instant

({B/P} can be paid with either {B/  
 or 2 life.)  
 Target creature gets -5/-5 until end  
 of turn.

[sidebar]

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① BP BP

Instant

{B/P} can be paid with either {B  
or 2 life.)  
Target creature gets -5/-5 until end  
of turn.

[sidebar]

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①BB

Creature -- Faerie Rogue

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

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Creature -- Faerie Rogue

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

[sideboard]

2/2

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| <div><div><div>Force of Vigor</div><div>2GG</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Vigor</div><div>2GG</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pithing Needle</div><div>1</div></div><div><div>Artifact</div><div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pithing Needle</div><div>1</div></div><div><div>Artifact</div><div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Snuff Out</div><div>3B</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          | <div><div><div>Snuff Out</div><div>3B</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          | <div><div><div>Snuff Out</div><div>3B</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div>Snuff Out</div><div>3B</div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           |

