

## Bayou

Land - - Swamp Forest

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)

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## Bojuka Bog

Land

This land enters tapped.  
When this land enters, exile target  
player's graveyard.  
{T}: Add {B}.

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## Collector Ouphe

① ⑥

Creature -- Ouphe

Activated abilities of artifacts  
can't be activated.

2/2

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## 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

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(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

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## Elvish Reclaimer

Ⓒ

Creature -- Elf Warrior

This creature gets +2/+2 as long as there are three or more land cards in your graveyard.

{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.

1/2

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## Elvish Reclaimer

**G**

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| <div> <div> <b>Elvish Reclaimer</b> <div> 6 </div> </div> <div> <div>Creature -- Elf Warrior</div> <div> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.</p> <p>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>   | <div> <div> <b>Elvish Reclaimer</b> <div> 6 </div> </div> <div> <div>Creature -- Elf Warrior</div> <div> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.</p> <p>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>   | <div> <div> <b>Endurance</b> <div> 166 </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Reach</p> <p>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.</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> <b>Endurance</b> <div> 166 </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Reach</p> <p>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.</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> |
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| <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> | <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> |

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| <p><b>Ignoble Hierarch</b> ⑥</p> <p>Creature -- Goblin Shaman</p> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {B}, {R}, or {G}.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               | <p><b>Ignoble Hierarch</b> ⑥</p> <p>Creature -- Goblin Shaman</p> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {B}, {R}, or {G}.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               | <p><b>Ignoble Hierarch</b> ⑥</p> <p>Creature -- Goblin Shaman</p> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {B}, {R}, or {G}.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               | <p><b>Ignoble Hierarch</b> ⑥</p> <p>Creature -- Goblin Shaman</p> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {B}, {R}, or {G}.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               |
| <p><b>Keen-Eyed Curator</b> ⑥⑥</p> <p>Creature -- Raccoon Scout</p> <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/>{1}: Exile target card from a graveyard.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Keen-Eyed Curator</b> ⑥⑥</p> <p>Creature -- Raccoon Scout</p> <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/>{1}: Exile target card from a graveyard.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Keen-Eyed Curator</b> ⑥⑥</p> <p>Creature -- Raccoon Scout</p> <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/>{1}: Exile target card from a graveyard.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Keen-Eyed Curator</b> ⑥⑥</p> <p>Creature -- Raccoon Scout</p> <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/>{1}: Exile target card from a graveyard.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div>Lair of the Hydra</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {G}.<br/>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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.)<br/>{T}: Add {G}, {W}, or {U}.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.)<br/>{T}: Add {G}, {W}, or {U}.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.)<br/>{T}: Add {G}, {W}, or {U}.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.)<br/>{T}: Add {G}, {W}, or {U}.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Once Upon a Time</div><div>①⑥</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Once Upon a Time</div><div>①⑥</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Once Upon a Time</div><div>①⑥</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sylvan Safekeeper</div><div>⑥</div></div> <div>Creature -- Human Wizard</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Talon Gates of Madara</div></div> <div>Land -- Gate</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                  | <div><div>Thoughtseize</div><div>Ⓑ</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <div><div>Thoughtseize</div><div>Ⓑ</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <div><div>Thoughtseize</div><div>Ⓑ</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               |

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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## Land

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

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

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**B G**

## 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

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**B G**

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**

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2/2

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**B** **G**

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**2/2**

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| <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Abrupt Decay</div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Crop Rotation</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |

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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>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>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>                          |

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.

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Enchantment Land -- Urza's Saga

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## Land

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