

## 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  $\{G\}$ .)

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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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## Elvish Reclamer

Ⓒ

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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## Endurance

1 G G

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

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## Endurance

①GG

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Flash  
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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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| <div><div>Endurance</div><div><div>1GG</div></div></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.<br/>Evoke--Exile a green card from your hand.</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                 | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                 | <div><div>Gaea's Cradle</div></div> <div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                    |
| <div><div>Green Sun's Zenith</div><div><div>XG</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                  | <div><div>Green Sun's Zenith</div><div><div>XG</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Green Sun's Zenith</div><div><div>XG</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Green Sun's Zenith</div><div><div>XG</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <b>Grist, the Hunger Tide</b> <span>①</span><span>Ⓑ</span><span>Ⓔ</span> </div> <div>           Legendary Planeswalker -- Grist         </div> <div> <p>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.</p> <p>[+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.</p> <p>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.</p> <p>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <b>Ignoble Hierarchy</b> <span>Ⓔ</span> </div> <div>           Creature -- Goblin Shaman         </div> <div> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</p> <p>{T}: Add {B}, {R}, or {G}.</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                              | <div> <b>Ignoble Hierarchy</b> <span>Ⓔ</span> </div> <div>           Creature -- Goblin Shaman         </div> <div> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</p> <p>{T}: Add {B}, {R}, or {G}.</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                       | <div> <b>Ignoble Hierarchy</b> <span>Ⓔ</span> </div> <div>           Creature -- Goblin Shaman         </div> <div> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</p> <p>{T}: Add {B}, {R}, or {G}.</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                       |
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| <p><b>Once Upon a Time</b> (1)(G)</p> <p>Instant</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Orcish Bowmasters</b> (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               | <p><b>Orcish Bowmasters</b> (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               | <p><b>Orcish Bowmasters</b> (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               |
| <p><b>Quirion Ranger</b> (G)</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                   | <p><b>Scythecat Cub</b> (1)(G)</p> <p>Creature -- Cat</p> <p>Trample</p> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Scythecat Cub</b> (1)(G)</p> <p>Creature -- Cat</p> <p>Trample</p> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Scythecat Cub</b> (1)(G)</p> <p>Creature -- Cat</p> <p>Trample</p> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

**Playtest cards - El-Bebbos - Legacy (Legacy League)**

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Scythecat Cub</b> (1)(G)</p> <p>Creature -- Cat</p> <p>Trample<br/>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Snuff Out</b> (3)(B)</p> <p>Instant</p> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>               | <p><b>Snuff Out</b> (3)(B)</p> <p>Instant</p> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                             | <p><b>Swamp</b></p> <p>Basic Land -- Swamp</p> <p>({T}: Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                              |
| <p><b>Sylvan Safekeeper</b> (G)</p> <p>Creature -- Human Wizard</p> <p>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                      | <p><b>Sylvan Safekeeper</b> (G)</p> <p>Creature -- Human Wizard</p> <p>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <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>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> |

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| <div>Thoughtseize</div> <div>B</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>Thoughtseize</div> <div>B</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>Thoughtseize</div> <div>B</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>Thoughtseize</div> <div>B</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>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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> |

## 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.

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## Waste land

Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy  
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Waste land

Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
```

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## 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 BG

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

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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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

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Instant

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Instant

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

```
[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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]

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| <div> <b>Disruptor Flute</b> <span>②</span> </div> <div>Artifact</div> <div> Flash<br/> As this artifact enters, choose a card name.<br/> Spells with the chosen name cost {3} more to cast.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                       | <div> <b>Force of Vigor</b> <span>②⑥⑥</span> </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.<br/> Destroy up to two target artifacts and/or enchantments. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                       | <div> <b>Force of Vigor</b> <span>②⑥⑥</span> </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.<br/> Destroy up to two target artifacts and/or enchantments. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                       | <div> <b>Force of Vigor</b> <span>②⑥⑥</span> </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.<br/> Destroy up to two target artifacts and/or enchantments. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                       |
| <div> <b>Grist, the Hunger Tide</b> <span>①③⑥</span> </div> <div>Legendary Planeswalker -- Grist</div> <div> As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/> [+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.<br/> [-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/> [-5]: Each opponent loses life equal to the number of creature cards in your graveyard. </div> <div>[sideboard]</div> <div> <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Leyline of the Void</b> <span>②③③</span> </div> <div>Enchantment</div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> If a card would be put into an opponent's graveyard from anywhere, exile it instead. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Leyline of the Void</b> <span>②③③</span> </div> <div>Enchantment</div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> If a card would be put into an opponent's graveyard from anywhere, exile it instead. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Leyline of the Void</b> <span>②③③</span> </div> <div>Enchantment</div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> If a card would be put into an opponent's graveyard from anywhere, exile it instead. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

**Playtest cards - El-Bebbos - Legacy (Legacy League)**

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;  
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Outland Liberator

①⑥

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

③⑧

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

Snuff Out

③⑧

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

Playtest cards - El-Bebbos - Legacy (Legacy League)

sheet 10/10 - 3 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;  
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.