## Ancestral Recall (U)

Instant

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Atraxa, Grand Unifier (3)(G)(W)(U)(B)

Legendary Creature -- Phyrexian Angel

Flying, vigilance, deathtouch, lifelink
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.)

**7/7**

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**7/7**

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## Black Lotus (0)

Artifact

{T}, Sacrifice this artifact: Add three mana of any one color.

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## Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Brainstorm (U)

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flooded Strand

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Forbidden Orchard

Land

{T}: Add one mana of any color.
Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Force of Will {3}{U}{U}

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gaea's Blessing {1}{G}

Sorcery

Target player shuffles up to three target cards from their graveyard into their library.
Draw a card.
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

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## Gitaxian Probe {UP}

Sorcery

({U/P} can be paid with either {U} or 2 life.)
Look at target player's hand.
Draw a card.

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## Hedge Maze

Land -- Forest Island

({T}: Add {G} or {U}.)
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.)

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## Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mental Misstep {UP}

Instant

({U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

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## Mindbreak Trap {2}{U}{U}

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

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Exile any number of target spells.

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## Misty Rainforest

Land

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

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## Mox Emerald {0}

Artifact

{T}: Add {G}.

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## Mox Ruby (0)

Artifact

{T}: Add {R}.

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## Mox Sapphire (0)

Artifact

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Null Rod (2)

Artifact

Activated abilities of artifacts can't be activated.

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## Oath of Druids (1)(G)

Enchantment

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

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## Oko, Thief of Crowns {1}{G}{U}

Legendary Planeswalker -- Oko

[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.
[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

L 4

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Choose one --
* Counter target spell if it's blue.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Show and Tell {2}{U}

Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

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## Stock Up (2)(U)

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Strip Mine

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Time Walk (1)(U)

Sorcery

Take an extra turn after this one.

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## Tropical Island

Land -- Forest Island

({T}: Add {G} or {U}.)

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## Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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## Veil of Summer (G)

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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## Vexing Bauble (1)

Artifact

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.
{1}, {T}, Sacrifice this artifact: Draw a card.

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## Volcanic Island

Land -- Island Mountain

({T}: Add {U} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Volcanic Island

Land -- Island Mountain

({T}: Add {U} or {R}.)

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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## Wrenn and Six (R)(G)

Legendary Planeswalker -- Wrenn

[+1]: Return up to one target land card from your graveyard to your hand.
[-1]: Wrenn and Six deals 1 damage to any target.
[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)

L 3

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L 3

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## Abrade (1)(R)

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

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Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Grudge (1)(R)

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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## Consign to Memory (U)

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
Counter target triggered ability or colorless spell.

[sideboard]

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## Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Petrified Hamlet

Land

When this land enters, choose a land card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.
Lands with the chosen name have "{T}: Add {C}."
{T}: Add {C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pyroblast (R)

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ravenous Trap (2)(B)(B)

Instant -- Trap

If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.
Exile target player's graveyard.

[sideboard]

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[sideboard]

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Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rending Volley (R)

Instant

This spell can't be countered.
Rending Volley deals 4 damage to target white or blue creature.

[sideboard]

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## Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Veil of Summer (G)

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sideboard]

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