

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archon of Cruelty6BB Creature -- Archon Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Archon of Cruelty6BB Creature -- Archon Flying Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Atraxa, Grand Unifier3GWUB 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Atraxa, Grand Unifier3GWUB 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brainsurge Instant Draw four cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainsurge Instant Draw four cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainsurge Instant Draw four cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emrakul, the Aeons Torn Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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This spell can't be countered.
When you cast this spell, take an extra turn after this one.
Flying, protection from spells that are one or more colors, annihilator 6
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

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15/15

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Counter target instant or sorcery spell unless its controller pays {1}.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen Duelist Creature -- Human Wizard At the beginning of your upkeep, you and target opponent each reveal the top card of your library. You each lose life equal to the mana value of the card revealed by the other player. You each put the card you revealed into your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Keen Duelist Creature -- Human Wizard At the beginning of your upkeep, you and target opponent each reveal the top card of your library. You each lose life equal to the mana value of the card revealed by the other player. You each put the card you revealed into your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen Duelist Creature -- Human Wizard At the beginning of your upkeep, you and target opponent each reveal the top card of your library. You each lose life equal to the mana value of the card revealed by the other player. You each put the card you revealed into your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lim-Dûl's Vault Instant Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle and put the last cards you looked at this way on top in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lim-Dûl's Vault Instant Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle and put the last cards you looked at this way on top in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lim-Dûl's Vault U B Instant Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle and put the last cards you looked at this way on top in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistrise Village Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omniscience 7 U U U Enchantment You may cast spells from your hand without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omniscience 7 U U U Enchantment You may cast spells from your hand without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Omniscience 7 U U U Enchantment You may cast spells from your hand without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Parker Luck 2 B Enchantment At the beginning of your end step, two target players each reveal the top card of their library. They each lose life equal to the mana value of the card revealed by the other player. Then they each put the card they revealed into their hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Parker Luck 2 B Enchantment At the beginning of your end step, two target players each reveal the top card of their library. They each lose life equal to the mana value of the card revealed by the other player. Then they each put the card they revealed into their hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Parker Luck 2 B Enchantment At the beginning of your end step, two target players each reveal the top card of their library. They each lose life equal to the mana value of the card revealed by the other player. Then they each put the card they revealed into their hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

At the beginning of your end step, two target players each reveal the top card of their library. They each lose life equal to the mana value of the card revealed by the other player. Then they each put the card they revealed into their hand.

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Land

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

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Land

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

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Land

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

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Sorcery

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

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Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground Sea Land -- Island Swamp ({T}: Add {U} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground Sea Land -- Island Swamp ({T}: Add {U} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Underground Sea Land -- Island Swamp {T}: Add {U} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vesuvan Drifter2U Creature -- Shapeshifter Flying You may look at the top card of your library any time. At the beginning of each combat, you may reveal the top card of your library. If you reveal a creature card this way, this creature becomes a copy of that card until end of turn, except it has flying. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vesuvan Drifter2U Creature -- Shapeshifter Flying You may look at the top card of your library any time. At the beginning of each combat, you may reveal the top card of your library. If you reveal a creature card this way, this creature becomes a copy of that card until end of turn, except it has flying. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vesuvan Drifter2U Creature -- Shapeshifter Flying You may look at the top card of your library any time. At the beginning of each combat, you may reveal the top card of your library. If you reveal a creature card this way, this creature becomes a copy of that card until end of turn, except it has flying. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brazen Borrower1UU Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. [sideboard] 3/1 ----- ADVENTURE ----- Petty Theft1U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consign to MemoryU 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consign to MemoryU 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	FlusterstormU Instant Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafdigger's Cage ① Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage ① Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harbinger of the Seas ①UU Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harbinger of the Seas ①UU Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hurkyl's Recall ①U Instant Return all artifacts target player owns to their hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void ②BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void ②BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void ②BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Orcish Bowmasters ①Ⓑ Creature -- Orc Archer Flash 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orcish Bowmasters ①Ⓑ Creature -- Orc Archer Flash 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orcish Bowmasters ①Ⓑ Creature -- Orc Archer Flash 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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