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| <b>Atraxa, Grand Unifier</b> ③⑥⑦⑧⑨⑩<br>Legendary Creature -- Phyrexian Angel<br>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.)<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Atraxa, Grand Unifier</b> ③⑥⑦⑧⑨⑩<br>Legendary Creature -- Phyrexian Angel<br>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.)<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Atraxa, Grand Unifier</b> ③⑥⑦⑧⑨⑩<br>Legendary Creature -- Phyrexian Angel<br>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.)<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Consign to Memory</b> ⑩<br>Instant<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                           |
| <b>Consign to Memory</b> ⑩<br>Instant<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | <b>Consign to Memory</b> ⑩<br>Instant<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | <b>Emperor of Bones</b> ①⑧<br>Creature -- Skeleton Noble<br>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br>{1}{B}: Adapt 2.<br>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                             | <b>Emperor of Bones</b> ①⑧<br>Creature -- Skeleton Noble<br>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br>{1}{B}: Adapt 2.<br>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Emperor of Bones</b> (1)(B)<br>Creature -- Skeleton Noble<br>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br>{1}{B}: Adapt 2.<br>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Exorcise</b> (1)(W)<br>Sorcery<br>Exile target artifact, enchantment, or creature with power 4 or greater.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      | <b>Faithful Mending</b> (W)(U)<br>Instant<br>You gain 2 life, draw two cards, then discard two cards.<br>Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fatal Push</b> (B)<br>Instant<br>Destroy target creature if it has mana value 2 or less.<br>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Fatal Push</b> (B)<br>Instant<br>Destroy target creature if it has mana value 2 or less.<br>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                             | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                               | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>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

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Force of Negation (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Force of Negation** (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Negation (1UU)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloomlake Verge

Land

{T}: Add {U}.  
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Godless Shrine

Land -- Plains Swamp

(**{T}**: Add **{W}** or **{B}**.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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### Goryo's Vengeance ①(B)

Instant -- Arcane

Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.

Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

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| <p><b>Ketramose, the New Dawn</b> ①①①</p> <p>Legendary Creature -- God</p> <p>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ketramose, the New Dawn</b> ①①①</p> <p>Legendary Creature -- God</p> <p>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ketramose, the New Dawn</b> ①①①</p> <p>Legendary Creature -- God</p> <p>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Marsh Flats</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>     |
| <p><b>Marsh Flats</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                | <p><b>Meticulous Archive</b></p> <p>Land -- Plains Island</p> <p>{T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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>Orcish Bowmasters</b> ①①</p> <p>Creature -- Orc Archer</p> <p>Flash<br/>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>Polluted Delta</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |



U B

Whenever this creature deals combat damage to a player or planeswalker, draw a card.

Discard a card: Put a +1/+1 counter on this creature.

Exile three cards from your graveyard: This creature gains flying until end of turn.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

## Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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Counter target spell with mana value
2.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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Counter target spell with mana value
2.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

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UB

Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.

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| <div> <div>Tainted Indulgence</div> <div> <div>U</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tainted Indulgence</div> <div> <div>U</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Undercity Sewers</div> </div> <div>Land -- Island Swamp</div> <div> <p>           ({T}: Add {U} or {B}.)<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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Watery Grave</div> </div> <div>Land -- Island Swamp</div> <div> <p>           ({T}: Add {U} or {B}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                |
| <div> <div>Celestial Purge</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Exile target black or red permanent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                         | <div> <div>Celestial Purge</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Exile target black or red permanent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                         | <div> <div>Celestial Purge</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Exile target black or red permanent.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                               | <div> <div>Consign to Memory</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>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.</div><div>[sideboard]</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>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.</div><div>[sideboard]</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>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.</div><div>[sideboard]</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Thoughtseize</div><div><div>B</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td></td> | <div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>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.</div><div>[sideboard]</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>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.</div><div>[sideboard]</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Thoughtseize</div><div><div>B</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td></td> | <div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div>Creature -- Orc Archer</div><div>Flash<br/>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.</div><div>[sideboard]</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Thoughtseize</div><div><div>B</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></td> | <div><div><div>Thoughtseize</div><div><div>B</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div> <div>Wrath of the Skies</div> <div> <div>X</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wrath of the Skies</div> <div> <div>X</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wrath of the Skies</div> <div> <div>X</div> <div>W</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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