

Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier 3GWUB 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 PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Delighted Halfling 6 Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delighted Halfling 6 Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delighted Halfling 6 Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delighted Halfling 6 Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elegant Parlor Land -- Mountain Plains {T}: Add {R} or {W}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elesh Norn, Mother of Machines Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Endurance 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline Binding 5W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Omnath, Locus of Creation RGWU Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Omnath, Locus of Creation RGWU Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Omnath, Locus of Creation RGWU Legendary Creature -- Elemental When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Outland Liberator 1 G 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.) 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 PLAY botbox.dev	Phlage, Titan of Fire's Fury 1 R W Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phlage, Titan of Fire's Fury 1 R W Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}): Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Prismatic Ending X W Sorcery Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Ending X W Sorcery Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Ending X W Sorcery Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Six 2 6 Legendary Creature -- Treefolk Reach Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Solitude 3 W W Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Time Raveler 1 W U Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Falls Land -- Island Mountain {T}: Add {U} or {R}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xander's Lounge Land -- Island Swamp Mountain {T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chalice of the Void X X Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chalice of the Void X X Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector Ouphe 1 G Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory 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 Memory 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 Memory 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	Damping Sphere Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Damping Sphere Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies X W W Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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