

<div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>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.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>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.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>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.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Barkchannel Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>--- BACK FACE ---</div><div><div>Tidechannel Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Barkchannel Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>--- BACK FACE ---</div><div><div>Tidechannel Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Darkbore Pathway Land {T}: Add {B}. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Darkbore Pathway Land {T}: Add {B}. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Elvish Mystic ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Elvish Mystic ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Slitherbore Pathway Land {T}: Add {G}. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Slitherbore Pathway Land {T}: Add {G}. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Elvish Mystic ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Elvish Mystic ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Elvish Mystic ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Elvish Mystic ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Fae of Wishes ① ② Creature -- Faerie Wizard Flying {1}{U}, Discard two cards: Return this creature to its owner's hand. <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Fae of Wishes ① ② Creature -- Faerie Wizard Flying {1}{U}, Discard two cards: Return this creature to its owner's hand. <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Granted ③ ④ Sorcery -- Adventure You may reveal a noncreature card you own from outside the game and put it into your hand. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Granted ③ ④ Sorcery -- Adventure You may reveal a noncreature card you own from outside the game and put it into your hand. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Granted ③ ④ Sorcery -- Adventure You may reveal a noncreature card you own from outside the game and put it into your hand. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Granted ③ ④ Sorcery -- Adventure You may reveal a noncreature card you own from outside the game and put it into your hand. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Fae of Wishes</div> <div> <div> <div>1</div> <div>U</div> </div> </div> </div> <div> <div>Creature -- Faerie Wizard</div> <div> <div>Flying</div> <div>{1}{U}, Discard two cards: Return this creature to its owner's hand.</div> </div> <div> <div>1/4</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <div>Granted</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <div>You may reveal a noncreature card you own from outside the game and put it into your hand.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div>	<div> <div>Fae of Wishes</div> <div> <div> <div>1</div> <div>U</div> </div> </div> </div> <div> <div>Creature -- Faerie Wizard</div> <div> <div>Flying</div> <div>{1}{U}, Discard two cards: Return this creature to its owner's hand.</div> </div> <div> <div>1/4</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <div>Granted</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <div>You may reveal a noncreature card you own from outside the game and put it into your hand.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div>	<div> <div>Forest</div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Kinnan, Bonder Prodigy</div> <div> <div> <div>G</div> <div>U</div> </div> </div> </div> <div> <div>Legendary Creature -- Human Druid</div> <div> <div>Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.</div> <div>{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Kinnan, Bonder Prodigy</div> <div> <div> <div>G</div> <div>U</div> </div> </div> </div> <div> <div>Legendary Creature -- Human Druid</div> <div> <div>Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.</div> <div>{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Kinnan, Bonder Prodigy</div> <div> <div> <div>G</div> <div>U</div> </div> </div> </div> <div> <div>Legendary Creature -- Human Druid</div> <div> <div>Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.</div> <div>{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Kinnan, Bonder Prodigy</div> <div> <div> <div>G</div> <div>U</div> </div> </div> </div> <div> <div>Legendary Creature -- Human Druid</div> <div> <div>Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.</div> <div>{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Llanowar Elves</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

[+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker."

[-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order.

[-7]: Each creature you control deals damage equal to its power to each opponent.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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{T}, Pay 1 life: Add one mana of any
color.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Amber⑥</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mox Amber⑥</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Amber⑥</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Oath of Nissa⑥</div><div>Legendary Enchantment</div><div>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order. You may spend mana as though it were mana of any color to cast planeswalker spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Oath of Nissa⑥</div><div>Legendary Enchantment</div><div>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order. You may spend mana as though it were mana of any color to cast planeswalker spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

G

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

You may spend mana as though it were mana of any color to cast planeswalker spells.

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You may spend mana as though it were mana of any color to cast planeswalker spells.

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Land -- Swamp Forest

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

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Land -- Swamp Forest

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

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Land - - Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)
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Land - - Swamp Forest

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

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① ② G

Creature -- Elf Druid

This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.)

{T}: Add one mana of any color.

2/1

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① ② G

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This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.)

{T}: Add one mana of any color.

2/1

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<div> <div>Paradise Druid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <p>This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.)</p> <p>{T}: Add one mana of any color.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Paradise Druid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <p>This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.)</p> <p>{T}: Add one mana of any color.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Plaza of Heroes</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.</p> <p>{T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Plaza of Heroes</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.</p> <p>{T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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U

Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Card

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① ②

Defender, hexproof
{T}: Add one mana of any color.

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① ⑥

Defender, hexproof
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Defender, hexproof
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Sylvan Caryatid</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Plant</div> <div> <div>Defender, hexproof</div> <div>{T}: Add one mana of any color.</div> </div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target player reveals their hand.</div> <div>You choose a nonland card from it.</div> <div>That player discards that card. You lose 2 life.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target player reveals their hand.</div> <div>You choose a nonland card from it.</div> <div>That player discards that card. You lose 2 life.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target player reveals their hand.</div> <div>You choose a nonland card from it.</div> <div>That player discards that card. You lose 2 life.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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Playtest cards - OafMcNamara - Pioneer (Pioneer Challenge 32)

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 10/12 - 8 cards - 2.5 x 3.5 in each

Aetherflux Reservoir ④ Artifact Whenever you cast a spell, you gain 1 life for each spell you've cast this turn. Pay 50 life: This artifact deals 50 damage to any target. [sideboard]	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]	Deadly Cover-Up ③B B Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard]	Escape to the Wilds ③R G Sorcery Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn. You may play an additional land this turn. [sideboard]
Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard]	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard]	Gather Courage G Instant Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Target creature gets +2/+2 until end of turn. [sideboard]	Mox Amber ⑥ Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. [sideboard]
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sheet 11/12 - 8 cards - 2.5 x 3.5 in each

G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

[sidebar]

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U

Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."

[sidebar]

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4 B R

At the beginning of each end step,
each player discards their hand.

[sideboard]

6/4

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②

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sidebar]

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(B)

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

[sidebar]

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①

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sidebar]

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③ (W/U) (W/U)

Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

Flying

When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.

[sidebar]

4/5

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