

Atraxa, Grand Unifier ③⑥⑦⑧⑨⑩ 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.) <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier ③⑥⑦⑧⑨⑩ 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.) <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier ③⑥⑦⑧⑨⑩ 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.) <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier ③⑥⑦⑧⑨⑩ 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.) <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ephemerate ⑦ Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate ⑦ Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate ⑦ Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate ⑦ Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Negation 1UU</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>(T): Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Goryo's Vengeance</div><div>①B</div></div><div>Instant -- Arcane</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Goryo's Vengeance</div><div>①B</div></div><div>Instant -- Arcane</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Goryo's Vengeance</div><div>①B</div></div><div>Instant -- Arcane</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Goryo's Vengeance</div><div>①B</div></div><div>Instant -- Arcane</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Grief</div><div>②BB</div></div><div>Creature -- Elemental Incarnation</div><div>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Grief</div><div>②BB</div></div><div>Creature -- Elemental Incarnation</div><div>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Grief</div><div>②BB</div></div><div>Creature -- Elemental Incarnation</div><div>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Grief</div><div>②BB</div></div><div>Creature -- Elemental Incarnation</div><div>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Griselbrand (4)(B)(B)(B)(B) Legendary Creature -- Demon Flying, lifelink Pay 7 life: Draw seven cards. <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Griselbrand (4)(B)(B)(B)(B) Legendary Creature -- Demon Flying, lifelink Pay 7 life: Draw seven cards. <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

(**{T}**: Add **{W}** 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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Plains

Basic Land -- Plains

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

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

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{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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Priest of Fell Rites (W)(B)

Creature -- Human Warlock

{T}, Pay 3 life, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.

Unearth {3}{W}{B} ({3}{W}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Priest of Fell Rites (W)(B)

Creature -- Human Warlock

{T}, Pay 3 life, Sacrifice this creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.

Unearth {3}{W}{B} ({3}{W}{B}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W)

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

(X) (W)

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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
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W)

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

UB

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

UB

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.

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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

(**{T}**: Add **{W}** or **{B}**.)
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 PLAY botbox.dev

③ W W

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

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<div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Evoked--Exile a white card from your hand.</div> <div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Tainted Indulgence</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Tainted Indulgence</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Island Swamp

({{T}}: Add {{U}} or {{B}}.)
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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Land -- Swamp Forest

({{T}}: Add {B} or {G}.)
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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Land -- Island Swamp

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

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① ② W

Exile target black or red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Exile target black or red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Exile target black or red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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

① ② ③

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.

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2 W W

If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)

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2 U U

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

3/3

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1 W U

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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