

U

Target player draws three cards.

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3 G W U B

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

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{T}, Sacrifice this artifact: Add three mana of any one color.

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U

Draw three cards, then put two cards from your hand on top of your library in any order.

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① ⑧

Search your library for a card, put that card into your hand, then shuffle.

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6 U U

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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① ② U

Flash
When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

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B

Search your library for a card, put that card into your graveyard, then shuffle.

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

<div>Entomb</div> <div>B</div> <div>Instant</div> <div>Search your library for a card, put that card into your graveyard, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Entomb</div> <div>B</div> <div>Instant</div> <div>Search your library for a card, put that card into your graveyard, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Flusterstorm</div> <div>U</div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Force of Negation</div> <div>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>Force of Negation</div> <div>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>Force of Will</div> <div>3UU</div> <div>Instant</div> <div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Force of Will</div> <div>3UU</div> <div>Instant</div> <div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Force of Will</div> <div>3UU</div> <div>Instant</div> <div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Force of Will</div><div>3UU</div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gitaxian Probe</div><div>UP</div></div><div><div>Sorcery</div><div>{U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Grief</div><div>2BB</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Grief</div><div>2BB</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div><div>Mental Misstep</div><div>UP</div></div><div>Instant</div><div>{U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Misty Rainforest</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Jet</div><div>9</div></div><div>Artifact</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Sapphire</div><div>9</div></div><div>Artifact</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Null Rod</div><div>2</div></div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Land

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Creature -- Frog

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Sorcery

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<div><div>Reanimate</div><div>B</div></div> <div>Sorcery</div> <div>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Scalding Tarn</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sink into Stupor</div><div>1UU</div></div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div>----- -- - BACK FACE - - -</div> <div><div>Soporific Springs</div></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spell Pierce</div><div>U</div></div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Strip Mine</div></div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>({T}): Add {B} .)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Time Walk</div><div>1U</div></div> <div>Sorcery</div> <div>Take an extra turn after this one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Treasure Cruise</div><div>7U</div></div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1} .) Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

5 B

This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

6/5

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5 B

This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

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5 B

This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

6/5

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Undercity Sewers

(**{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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Underground Sea

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

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Underground Sea

($\{T\}$: Add $\{U\}$ or $\{B\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

($\{T\}$: Add $\{U\}$ or $\{B\}$.)

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Underground Sea

($\{T\}$: Add $\{U\}$ or $\{B\}$.)

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<div><div><div>Vampiric Tutor</div><div>B</div></div><div>Instant</div><div>Search your library for a card, then shuffle and put that card on top. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wasteland</div></div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wasteland</div></div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wasteland</div></div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Dress Down</div><div>1U</div></div><div>Enchantment</div><div>Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Energy Flux</div><div>2U</div></div><div>Enchantment</div><div>All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}." [sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Force of Negation</div><div>①④④</div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hurkyl's Recall</div><div>①④</div></div><div><div>Instant</div><div>Return all artifacts target player owns to their hand.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Leyline of the Void</div><div>②②②</div></div><div><div>Enchantment</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Leyline of the Void</div><div>②②②</div></div><div><div>Enchantment</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div><div>Surgical Extraction</div><div>BP</div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>The Tabernacle at Pendrell Vale</div></div><div><div>Legendary Land</div><div>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Wasteland</div></div><div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	
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