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| <b>Atraxa, Grand Unifier</b> (3)(G)(W)(U)(B)<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>Bayou</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                   | <b>Bayou</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                   | <b>Bojuka Bog</b><br>Land<br>This land enters tapped. When this land enters, exile target player's graveyard.<br>{T}: Add {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                           |
| <b>Collector Ouphe</b> (1)(G)<br>Creature -- Ouphe<br>Activated abilities of artifacts can't be activated.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                            | <b>Dryad Arbor</b><br>Land Creature -- Forest Dryad<br>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dryad Arbor</b><br>Land Creature -- Forest Dryad<br>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Elvish Reclaimer</b> (G)<br>Creature -- Elf Warrior<br>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.<br>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Elvish Reclaimer</div><div>6</div></div> <div>Creature -- Elf Warrior</div> <div><p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.</p><p>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elvish Reclaimer</div><div>6</div></div> <div>Creature -- Elf Warrior</div> <div><p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.</p><p>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elvish Reclaimer</div><div>6</div></div> <div>Creature -- Elf Warrior</div> <div><p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.</p><p>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div><p>{T}: Add {G}.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |
| <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div><p>{T}: Add {G}.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                             | <div><div>Gaea's Cradle</div></div> <div>Legendary Land</div> <div><p>{T}: Add {G} for each creature you control.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                              | <div><div>Gaea's Cradle</div></div> <div>Legendary Land</div> <div><p>{T}: Add {G} for each creature you control.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                              | <div><div>Gaea's Cradle</div></div> <div>Legendary Land</div> <div><p>{T}: Add {G} for each creature you control.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Legendary Land

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## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Goblin Shaman

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/1

Creature -- Goblin Shaman

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/1

Creature -- Goblin Shaman

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| <div> <div> <b>Ignoble Hierarchy</b> <div> <div>G</div> </div> </div> <div> <div>Creature -- Goblin Shaman</div> <div> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</p> <p>{T}: Add {B}, {R}, or {G}.</p> </div> <div> <div>0/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Keen-Eyed Curator</b> <div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Raccoon Scout</div> <div> <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.</p> <p>{1}: Exile target card from a graveyard.</p> </div> <div> <div>3/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Keen-Eyed Curator</b> <div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Raccoon Scout</div> <div> <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.</p> <p>{1}: Exile target card from a graveyard.</p> </div> <div> <div>3/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Keen-Eyed Curator</b> <div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Raccoon Scout</div> <div> <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.</p> <p>{1}: Exile target card from a graveyard.</p> </div> <div> <div>3/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <b>Lair of the Hydra</b> </div> <div> <div>Land</div> <div> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {G}.</p> <p>{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>           | <div> <div> <b>Misty Rainforest</b> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                           | <div> <div> <b>Misty Rainforest</b> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                           | <div> <div> <b>Natural Order</b> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                         |

2GG

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Once Upon a Time</div> <div>16</div> <div>Instant</div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Once Upon a Time</div> <div>16</div> <div>Instant</div> <div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sylvan Safekeeper</div> <div>6</div> <div>Creature -- Human Wizard</div> <div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sylvan Safekeeper</div> <div>6</div> <div>Creature -- Human Wizard</div> <div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Talon Gates of Madara</div> <div></div> <div>Land -- Gate</div> <div>When this land enters, up to one target creature phases out.<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{4}: Put this card from your hand onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <div>Thoughtseize</div> <div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <div>Thoughtseize</div> <div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div>Thoughtseize</div> <div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               |

**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

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Vigilance  
This creature gets +1/+1 for each  
creature card in your graveyard.  
{T}, Sacrifice another creature:  
Search your library for a land card,  
put it onto the battlefield tapped,  
then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Vigilance  
This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B** **G**

Vigilance  
This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B** **G**

Vigilance  
This creature gets +1/+1 for each  
creature card in your graveyard.  
{T}, Sacrifice another creature:  
Search your library for a land card,  
put it onto the battlefield tapped,  
then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                        | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                        | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     |
| <div><div>Endurance1GG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Endurance1GG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Endurance1GG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Endurance1GG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① B B

Flying  
Discard this card: Exile up to two  
target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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

①

As this artifact enters, choose a card name.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.  
Destroy target nonblack creature. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.  
Destroy target nonblack creature. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.  
Destroy target nonblack creature. It can't be regenerated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div> <b>Snuff Out</b> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</p> <p>Destroy target nonblack creature. It can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Urza's Saga</b> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Wasteland</b> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Destroy target nonbasic land.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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