

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. 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
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Playtest cards - Hamuda - Legacy (Legacy RC Qualifier)

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

U

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②③

You may reveal an instant card you own from outside the game and put it into your hand. Exile Cunning Wish.

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15

This spell can't be countered.
When you cast this spell, take an extra turn after this one.
Flying, protection from spells that are one or more colors, annihilator 6
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

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

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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed3UU Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed3UU Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lórien Revealed3UU Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mistrise Village Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The One Ring 4 Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The One Ring 4 Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The One Ring 4 Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tropical Island Land -- Forest Island ({T}: Add {G} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tropical Island

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Veil of Summer

Ⓒ

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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Blue Elemental Blast

U

Instant

Choose one --

- ```
* Counter target red spell.
* Destroy target red permanent.
```

[sidebar]

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## Carpet of Flowers

**G**

## Enchantment

At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Carpet of Flowers

**G**

## Enchantment

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```
[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Carpet of Flowers

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[sideboard]

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| <div><div>Collector Ouphe</div><div><div>1</div><div>6</div></div></div> <div><div>Creature -- Ouphe</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                | <div><div>Engineered Explosives</div><div><div>X</div></div></div> <div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Engineered Explosives</div><div><div>X</div></div></div> <div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                               | <div><div>Engineered Explosives</div><div><div>X</div></div></div> <div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         |
| <div><div>Flusterstorm</div><div><div>U</div></div></div> <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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Shared Summons</div><div><div>3</div><div>6</div><div>6</div></div></div> <div><div>Instant</div><div>Search your library for up to two creature cards with different names, reveal them, put them into your hand, then shuffle.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                 | <div><div>Sublime Epiphany</div><div><div>4</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>Choose one or more --<br/>* Counter target spell.<br/>* Counter target activated or triggered ability.<br/>* Return target nonland permanent to its owner's hand.<br/>* Create a token that's a copy of target creature you control.<br/>* Target player draws a card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Surgical Extraction</div><div><div>BP</div></div></div> <div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div> Trickbind <div> 1 U </div> </div> <div> Instant </div> <div> Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)<br/> Counter target activated or triggered ability. If a permanent's ability is countered this way, activated abilities of that permanent can't be activated this turn. (Mana abilities can't be targeted.) </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Vendilion Clique <div> 1 U U </div> </div> <div> Legendary Creature -- Faerie Wizard </div> <div> Flash<br/> Flying<br/> When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Wipe Away <div> 1 U U </div> </div> <div> Instant </div> <div> Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)<br/> Return target permanent to its owner's hand. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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