

**B G**

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

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②

**{T}**: Add one mana of any color in your commander's color identity.

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## Land

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

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UB

Flying, deathtouch  
When this creature enters, draw a card.

1/1

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Land - - Swamp Forest

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

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## Land

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

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## 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.

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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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2 U

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

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## Land - - Desert

This land enters tapped.  
 {T}: Add one mana of any type that a land you control could produce.  
 {3}: Until end of turn, this land becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders.  
 It's still a land.

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**B**

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape-- $\{3\{B\}$ , Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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## Land

{T}: Add one mana of any color in your commander's color identity.

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U U

Counter target spell.

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① U U U

Choose two --

- \* Counter target spell.
- \* Return target permanent to its owner's hand.
- \* Tap all creatures your opponents control.
- \* Draw a card.

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**B**

Destroy target creature with total power and toughness 5 or less.

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BB

Destroy target creature. A creature destroyed this way can't be regenerated.

Overload {2}{W}{W} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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## Flooded Strand

Land

{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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## Force of Negation ①②③

Instant

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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**Force of Will** (3)(U)(U)

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

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## Force Spike (U)

Instant

Counter target spell unless its controller pays {1}.

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## Glacial Fortress

Land

This land enters tapped unless you control a Plains or an Island.  
{T}: Add {W} or {U}.

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## 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.

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## Hedge Maze

Land -- Forest Island

({{T}}: Add {G} 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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## Island

Basic Land -- Island

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

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| <div> <div>Kaya's Guile</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices a creature of their choice.</li> <li>* Exile all opponents' graveyards.</li> <li>* Create a 1/1 white and black Spirit creature token with flying.</li> <li>* You gain 4 life.</li> </ul> <p>Entwine {3} (Choose all if you pay the entwine cost.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Leyline Binding</div> <div> <div>5</div> <div>W</div> </div> </div> <div>Enchantment</div> <div> <p>Flash</p> <p>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.</p> <p>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lórien Revealed</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Draw three cards.</p> <p>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lose Focus</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</p> <p>Counter target spell unless its controller pays {2}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                            | <div> <div>Mana Leak</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target spell unless its controller pays {3}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                         | <div> <div>Mana Tithe</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Counter target spell unless its controller pays {1}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                        | <div> <div>Marsh Flats</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             |

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| <div>Memory Lapse</div> <div>Instant</div> <div>Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mental Misstep</div> <div>Instant</div> <div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                     | <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>{T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     | <div>Mistrise Village</div> <div>Land</div> <div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {U}.<br/>{U}, {T}: The next spell you cast this turn can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Misty Rainforest</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>Mystic Confluence</div> <div>Instant</div> <div>Choose three. You may choose the same mode more than once.<br/>* Counter target spell unless its controller pays {3}.<br/>* Return target creature to its owner's hand.<br/>* Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mystic Sanctuary</div> <div>Land -- Island</div> <div>{T}: Add {U}.)<br/>This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>No More Lies</div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. 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>      |

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| <div> <b>Oko, Thief of Crowns</b> <span>1</span><span>G</span><span>U</span> </div> <div>           Legendary Planeswalker -- Oko         </div> <div> <p>[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.</p> <p>[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.</p> </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Orcish Bowmasters</b> <span>1</span><span>B</span> </div> <div>           Creature -- Orc Archer         </div> <div> <p>Flash</p> <p>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Otawara, Soaring City</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {U}.</p> <p>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Oust</b> <span>W</span> </div> <div>           Sorcery         </div> <div> <p>Put target creature into its owner's library second from the top. Its controller gains 3 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                     |
| <div> <b>Plains</b> </div> <div>           Basic Land -- Plains         </div> <div> <p>{T}: Add {W}.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div> <b>Polluted Delta</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                     | <div> <b>Ponder</b> <span>U</span> </div> <div>           Sorcery         </div> <div> <p>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                            | <div> <b>Preordain</b> <span>U</span> </div> <div>           Sorcery         </div> <div> <p>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div><div><div>Prismatic Ending</div><div><div>X</div><div>W</div></div></div><div>Sorcery</div><div>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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Prismatic Vista</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                | <div><div><div>Raffine's Tower</div></div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Rakshasa's Bargain</div><div><div>2/B</div><div>2/G</div><div>2/U</div></div></div><div>Instant</div><div>Look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Reflecting Pool</div></div><div>Land</div><div>{T}: Add one mana of any type that a land you control could produce.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                | <div><div><div>Remand</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Reprieve</div><div><div>1</div><div>W</div></div></div><div>Instant</div><div>Return target spell to its owner's hand. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           | <div><div><div>Savannah</div></div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                         |

## Land

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

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## Land -- Plains Swamp

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

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## Land -- Plains Swamp

(**{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.)

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## Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothox.de

Legendary Artifact -- Vehicle

{1}, {T}: Draw two cards, then discard a card. Create a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."  
Crew 8 (Tap any number of creatures you control with total power 8 or more: This Vehicle becomes an artifact creature until end of turn.)

8/8

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Creature -- Human Wizard

**Flash**  
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

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Creature -- Elemental Incarnation

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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Creature -- Eldrazi Fungus

Devoid (This card has no color.)  
Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)  
When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.  
When you cast this spell, if it was kicked, exile target land.

3/3

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| <div> <b>Spara's Headquarters</b> </div> <div> Land -- Forest Plains Island </div> <div> ({T}: Add {G}, {W}, or {U}.)<br/> This land enters tapped.<br/> Cycling {3} ({3}, Discard this card:<br/> Draw a card.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                        | <div> <b>Spell Snare</b> </div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                        | <div> <b>Stern Scolding</b> </div> <div> Instant </div> <div> Counter target creature spell with power or toughness 2 or less. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Stock Up</b> </div> <div> Sorcery </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Subtlety</b> </div> <div> Creature -- Elemental Incarnation </div> <div> Flash<br/> Flying<br/> 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.<br/> Evoke--Exile a blue card from your hand. </div> <div> <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Supreme Verdict</b> </div> <div> Sorcery </div> <div> This spell can't be countered.<br/> Destroy all creatures. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Swamp</b> </div> <div> Basic Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                               | <div> <b>Swords to Plowshares</b> </div> <div> Instant </div> <div> Exile target creature. Its controller gains life equal to its power. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                    |

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| <div> <div>Tainted Pact</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                       | <div> <div>Tale's End</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target activated ability, triggered ability, or legendary spell.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tamiyo, Inquisitive Student</div> <div> <div>Card</div> <div></div> </div> <div> <div>OTHER FACE</div> <div></div> </div> <div> <div>Tamiyo, Inquisitive Student</div> <div> <div>Card</div> <div></div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                     | <div> <div>Teferi, Hero of Dominaria</div> <div> <div>3</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div></div> <div> <p>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.</p> <p>[-3]: Put target nonland permanent into its owner's library third from the top.</p> <p>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."</p> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Teferi, Time Raveler</div> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div></div> <div> <p>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.</p> <p>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</p> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Temple of the False God</div> <div> <div>Land</div> <div></div> </div> <div> <p>{T}: Add {C}{C}. Activate only if you control five or more lands.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>            | <div> <div>Tithe</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Search your library for a Plains card. If target opponent controls more lands than you, you may search your library for an additional Plains card. Reveal those cards, put them into your hand, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Toxic Deluge</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div></div> <div> <p>As an additional cost to cast this spell, pay X life.</p> <p>All creatures get -X/-X until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                             |

## Tropical Island

Land -- Forest Island

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

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## Tundra

Land -- Plains Island

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

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## Undercity Sewers

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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## Underground Sea

Land -- Island Swamp

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

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**G**

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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## Verdant Catacombs

Land

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

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U

Instant

Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Counter target spell [that wasn't cast from its owner's hand].

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## Watery Grave

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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| <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>( {T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ( {3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>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.)</div><div>[sideboard]</div><div>7/7</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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