

**B G**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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7/7

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## ①

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

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{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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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.

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| <div><b>Boseiju, Who Endures</b></div> <div>Legendary Land</div> <div> <p>{T}: Add {G}.</p> <p>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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Brainstorm</b> <span>U</span></div> <div>Instant</div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                       | <div><b>Demonic Tutor</b> <span>1B</span></div> <div>Sorcery</div> <div> <p>Search your library for a card, put that card into your hand, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                          | <div><b>Flash</b> <span>1U</span></div> <div>Instant</div> <div> <p>You may put a creature card from your hand onto the battlefield. If you do, sacrifice it unless you pay its mana cost reduced by {2}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div><b>Flooded Strand</b></div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                | <div><b>Flusterstorm</b> <span>U</span></div> <div>Instant</div> <div> <p>Counter target instant or sorcery spell unless its controller pays {1}.</p> <p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Forbidden Orchard</b></div> <div>Land</div> <div> <p>{T}: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Forbidden Orchard</b></div> <div>Land</div> <div> <p>{T}: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>          |

## Land

{T}: Add one mana of any color.  
Whenever you tap this land for mana,  
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{T}: Add one mana of any color.  
Whenever you tap this land for mana,  
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colorless Spirit creature token.

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## 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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## 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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Sorcerv

Target player shuffles up to three target cards from their graveyard into their library.  
Draw a card.  
When this card is put into your graveyard from your library, shuffle your graveyard into your library.

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| <div><div>Gitaxian Probe</div><div>UP</div></div> <div>Sorcery</div> <div>{U/P} can be paid with either {U} or 2 life.)<br/>Look at target player's hand.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div><div>Hedge Maze</div><div>UP</div></div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(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><div>Island</div><div>UP</div></div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                              | <div><div>Lórien Revealed</div><div>3UU</div></div> <div>Sorcery</div> <div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Mana Crypt</div><div>0</div></div> <div>Artifact</div> <div>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.<br/>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.)<br/>Counter target spell with mana value 1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div><div>Misty Rainforest</div><div>UP</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>Misty Rainforest</div><div>UP</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>                            |

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| <div><div><div>Mox Emerald</div><div>Artifact</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                | <div><div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                 |
| <div><div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Oath of Druids</div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Oath of Druids</div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Oath of Druids</div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Oath of Druids</div><div><div>1</div><div>6</div></div></div><div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Polluted Delta</div><div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div><div>Ponder</div><div><div>U</div></div></div><div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                   | <div><div><div>Ponder</div><div><div>U</div></div></div><div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                   |
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| <div><div>Show and Tell</div><div>2U</div><div>Sorcery</div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Stock Up</div><div>2U</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 PLAYbotbox.dev</div></div> | <div><div>Stock Up</div><div>2U</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 PLAYbotbox.dev</div></div> | <div><div>Stock Up</div><div>2U</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 PLAYbotbox.dev</div></div> |
| <div><div>Stock Up</div><div>2U</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 PLAYbotbox.dev</div></div> | <div><div>Time Walk</div><div>1U</div><div>Sorcery</div><div>Take an extra turn after this one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Tropical Island</div><div></div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div>Tropical Island</div><div></div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           |

## Underground Sea

Land -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Island Swamp

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

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# Vampiric Tutor

Instant

Search your library for a card, then shuffle and put that card on top. You lose 2 life.

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### Vexing Bauble

Artifact

```
Whenever a player casts a spell, if
no mana was spent to cast it,
counter that spell.
{1}, {T}, Sacrifice this artifact:
Draw a card.
```

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## Abrupt Decay

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Abrupt Decay

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[sideboard]

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## Boseiju, Who Endures

## 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.

[sideboard]

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## Flusterstorm

Instant

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.)

[sideboard]

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① U U

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.

[sidebar]

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2 B B

## Enchantment

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.

[sidebar]

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2 B B

## Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.  
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[sidebar]

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2 B B

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

## Enchantment

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.

[sidebar]

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②

Artifact

Activated abilities of artifacts  
can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

②

Artifact

Activated abilities of artifacts  
can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

②

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev