

Ancestral Recall U Instant Target player draws three cards. 7/7 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	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	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
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	Bayou Land -- Swamp Forest ({T}: Add {B} or {G}.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Black Lotus 0 Artifact {T}, Sacrifice this artifact: Add three mana of any one color. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bolas's Citadel 3BBB Legendary Artifact You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost. {T}, Sacrifice ten nonland permanents: Each opponent loses 10 life. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Tutor Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flash Instant 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forbidden Orchard Land {T}: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forbidden Orchard Land {T}: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add one mana of any color.
Whenever you tap this land for mana,
target opponent creates a 1/1
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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Sorcery

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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Gitaxian Probe UP Sorcery {U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Crypt 9 Artifact At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mental Misstep UP Instant {U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. 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	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	Mox Emerald 9 Artifact {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mox Jet 0 Artifact {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Pearl 0 Artifact {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Ruby 0 Artifact {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Sapphire 0 Artifact {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Oath of Druids 16 Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oath of Druids 16 Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oath of Druids 16 Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oath of Druids 16 Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Planeswalker -- Oko

```
[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.
[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.
```

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Planeswalker -- 0ko

[+2]: Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")

[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.

[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

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Legendary Planeswalker -- 0ko

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[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.
[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.
```

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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Land

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

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Artifact

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{1}: Look at the top three cards of
your library, then put them back in
any order.
{T}: Draw a card, then put this
artifact on top of its owner's
library.
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Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

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Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

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Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thoughtseize B Sorcery 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 PLAYbotbox.dev	Time Walk 1 U Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tinker 2 U Sorcery As an additional cost to cast this spell, sacrifice an artifact. Search your library for an artifact card, put that card onto the battlefield, then shuffle. 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

Tropical Island

Land -- Forest Island

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

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Underground Sea

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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Abrupt Decay

Instant

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

[sideboard]

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Consign to Memory

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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Consign to Memory

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sidebar]

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Long Goodbye

Instant

This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.

[sideboard]

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Null Rod 2 Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Rod 2 Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Rod 2 Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravenous Trap 2 B B Instant -- Trap If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost. Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ravenous Trap 2 B B Instant -- Trap If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost. Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra's Emissary 4 W W W Creature -- Angel Flying As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serra's Emissary 4 W W W Creature -- Angel Flying As this creature enters, choose a card type. You and creatures you control have protection from the chosen card type. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sphinx of the Steel Wind 5 W U B Artifact Creature -- Sphinx Flying, first strike, vigilance, lifelink, protection from red and from green [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment -- Aura

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment -- Aura

[sideboard]

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