

Atraxa, Grand Unifier 3GWBUB 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 3GWBUB 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 3GWBUB 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 3GWBUB 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
Breach the Multiverse 5BBB Sorcery Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breach the Multiverse 5BBB Sorcery Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breach the Multiverse 5BBB Sorcery Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breach the Multiverse 5BBB Sorcery Each player mills ten cards. For each player, choose a creature or planeswalker card in that player's graveyard. Put those cards onto the battlefield under your control. Then each creature you control becomes a Phyrexian in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collector's Vault 2 Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector's Vault 2 Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector's Vault 2 Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector's Vault 2 Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Conspiracy Unraveler 5UU Creature -- Sphinx Detective Flying You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conspiracy Unraveler 5UU Creature -- Sphinx Detective Flying You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conspiracy Unraveler 5UU Creature -- Sphinx Detective Flying You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conspiracy Unraveler 5UU Creature -- Sphinx Detective Flying You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat (1)(B)

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

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Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kitsa, Otterball Elite (1)(U)

Legendary Creature -- Otter Wizard

Vigilance
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
{T}: Draw a card, then discard a card.
{2}, {T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy.
Activate only if Kitsa's power is 3 or greater.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kitsa, Otterball Elite1U Legendary Creature -- Otter Wizard Vigilance Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) {T}: Draw a card, then discard a card. {2}, {T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy. Activate only if Kitsa's power is 3 or greater. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long Goodbye1B Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long Goodbye1B Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Matzalantli, the Great Door3 Legendary Artifact {T}: Draw a card, then discard a card. {4}, {T}: Transform Matzalantli. Activate only if there are four or more permanent types among cards in your graveyard. (Artifact, battle, creature, enchantment, land, and planeswalker are permanent types.) --- BACK FACE --- The Core Legendary Land (Transforms from Matzalantli.) Fathomless descent -- {T}: Add X mana of any one color, where X is the number of permanent cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Matzalantli, the Great Door3 Legendary Artifact {T}: Draw a card, then discard a card. {4}, {T}: Transform Matzalantli. Activate only if there are four or more permanent types among cards in your graveyard. (Artifact, battle, creature, enchantment, land, and planeswalker are permanent types.) --- BACK FACE --- The Core Legendary Land (Transforms from Matzalantli.) Fathomless descent -- {T}: Add X mana of any one color, where X is the number of permanent cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Matzalantli, the Great Door3 Legendary Artifact {T}: Draw a card, then discard a card. {4}, {T}: Transform Matzalantli. Activate only if there are four or more permanent types among cards in your graveyard. (Artifact, battle, creature, enchantment, land, and planeswalker are permanent types.) --- BACK FACE --- The Core Legendary Land (Transforms from Matzalantli.) Fathomless descent -- {T}: Add X mana of any one color, where X is the number of permanent cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Push14/B Sorcery Destroy target tapped creature. --- RIGHT HALF --- Pull40/B6/B Sorcery Put up to two target creature cards from a single graveyard onto the battlefield under your control. They gain haste until end of turn. Sacrifice them at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 B B

Fathomless descent -- All creatures get -X/-X until end of turn, where X is the number of permanent cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)

I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.

II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

III -- Put target creature card from a graveyard onto the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)

I -- Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.

II -- Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

III -- Put target creature card from a graveyard onto the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Island Swamp

(**{T}**: Add **{U}** or **{B}**.)
This land enters tapped.
When this land enters, surveil 1.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground River

Land

{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground River

Land

```
{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground River

Land

{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vohar, Vodalian Desecrator (U)(B)

Legendary Creature -- Phyrexian Merfolk Wizard

{T}: Draw a card, then discard a card. If you discarded an instant or sorcery card this way, each opponent loses 1 life and you gain 1 life.

{2}, Sacrifice Vohar: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead. Activate only as a sorcery.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Down

B

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress

B

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress

(B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress

Ⓔ

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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

Playtest cards - HardSci - Standard (??? ~????????????~ Izzet Explosive Experiment Event)

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

Exorcise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exorcise 1 W Sorcery Exile target artifact, enchantment, or creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malicious Eclipse 1 B B Sorcery All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - HardSci - Standard (??? ~???????????~ Izzet Explosive Experiment Event)

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Malicious Eclipse 1BB Sorcery All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	