

Atraxa, Grand Unifier ③⑥⑦⑧⑨⑩ 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.) <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier ③⑥⑦⑧⑨⑩ 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.) <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier ③⑥⑦⑧⑨⑩ 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.) <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cascading Cataracts Land Indestructible {T}: Add {C}. {5}, {T}: Add five mana in any combination of colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div><div><div>Deduce</div><div>①②</div></div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fiery Impulse</div><div>Ⓡ</div></div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fiery Impulse</div><div>Ⓡ</div></div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fiery Impulse</div><div>Ⓡ</div></div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Fires of Victory</div><div>①Ⓡ</div></div><div>Instant</div><div>Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.) If this spell was kicked, draw a card. Fires of Victory deals damage to target creature or planeswalker equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fires of Victory</div><div>①Ⓡ</div></div><div>Instant</div><div>Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.) If this spell was kicked, draw a card. Fires of Victory deals damage to target creature or planeswalker equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fires of Victory</div><div>①Ⓡ</div></div><div>Instant</div><div>Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.) If this spell was kicked, draw a card. Fires of Victory deals damage to target creature or planeswalker equal to the number of cards in your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fountainport</div></div><div>Land</div><div>{T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div><div><div>Make Disappear</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.) Counter target spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Make Disappear</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.) Counter target spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Make Disappear</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.) Counter target spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div><div>Stern Lesson</div><div>②①</div></div><div><div>Instant</div><div>Draw two cards, then discard a card. Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Stormcarved Coast</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Stormcarved Coast</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Stormcarved Coast</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div>Sunken Citadel</div> <div>Land -- Cave</div> <div> <p>This land enters tapped. As it enters, choose a color.</p> <p>{T}: Add one mana of the chosen color.</p> <p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Three Steps Ahead</div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Three Steps Ahead</div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Torch the Tower</div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Anger of the Gods</div> <div>Sorcery</div> <div> <p>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Anger of the Gods</div> <div>Sorcery</div> <div> <p>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ashiok's Erasure</div> <div>Enchantment</div> <div> <p>Flash</p> <p>When this enchantment enters, exile target spell.</p> <p>Your opponents can't cast spells with the same name as the exiled card.</p> <p>When this enchantment leaves the battlefield, return the exiled card to its owner's hand.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Change the Equation</div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Counter target spell with mana value 2 or less.</p> <p>* Counter target red or green spell with mana value 6 or less.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Dig Through Time</div><div>⑥②②</div></div><div><div>Instant</div><div><p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p><p>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Disdainful Stroke</div><div>①②</div></div><div><div>Instant</div><div><p>Counter target spell with mana value 4 or greater.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Ill-Timed Explosion</div><div>②②③</div></div><div><div>Sorcery</div><div><p>Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Memory Deluge</div><div>②②②</div></div><div><div>Instant</div><div><p>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.</p><p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Memory Deluge</div><div>②②②</div></div><div><div>Instant</div><div><p>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.</p><p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mystical Dispute</div><div>②②</div></div><div><div>Instant</div><div><p>This spell costs {2} less to cast if it targets a blue spell.</p><p>Counter target spell unless its controller pays {3}.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Negate</div><div>①②</div></div><div><div>Instant</div><div><p>Counter target noncreature spell.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Negate</div><div>①②</div></div><div><div>Instant</div><div><p>Counter target noncreature spell.</p></div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Three Steps Ahead</div> <div>U</div> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Torch the Tower</div> <div>R</div> </div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Torch the Tower</div> <div>R</div> </div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

Playtest cards - MrRaeb - Pioneer (Pioneer League)

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 10/10 - 3 cards - 2.5 x 3.5 in each