

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.) 7/7 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.) 7/7 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.) 7/7 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.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emperor of Bones ①⑧ Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emperor of Bones ①⑧ Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emperor of Bones ①⑧ Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate ⑦ Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ephemerate W Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate W Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate W Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faithful Mending WU Instant You gain 2 life, draw two cards, then discard two cards. Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fallaji Archaeologist 1U Creature -- Human Scout When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fallaji Archaeologist 1U Creature -- Human Scout When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fallaji Archaeologist 1U Creature -- Human Scout When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fallaji Archaeologist 1U Creature -- Human Scout When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Negation1UU 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Force of Negation1UU 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goryo's Vengeance1B Instant -- Arcane Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step. Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goryo's Vengeance1B Instant -- Arcane Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step. Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meticulous Archive Land -- Plains Island (T): Add {W} 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Tomb Land -- Swamp Forest (T): Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains (T): Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Prismatic Ending



Sorcery

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.

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Psychic Frog



Creature -- Frog

Whenever this creature deals combat damage to a player or planeswalker, draw a card.
Discard a card: Put a +1/+1 counter on this creature.
Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

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Shadowy Backstreet

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitude 3 W W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solitude 3 W W 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tainted Indulgence U B Instant Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Indulgence U B Instant Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard. 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	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

Thoughtseize ⓑ Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog, the Defiler 18 Legendary Creature -- Eldrazi When you cast this spell, target opponent exiles the top half of their library, rounded up. Ward--Sacrifice two permanents. Ulamog enters with a number of +1/+1 counters on it equal to the greatest mana value among cards in exile. Ulamog has annihilator X, where X is the number of +1/+1 counters on it. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Mystical Dispute ②① Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②① Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute ②① Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pest Control ①② Sorcery Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler ③①① Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler ③①① Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler ③①① Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rvng - Modern (Modern Challenge 32)

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

Teferi, Time Raveler (1)(W)(U)

Legendary Planeswalker -- Teferi

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.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

[sideboard]

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Wrath of the Skies (X)(W)(W)

Sorcery

You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.

[sideboard]

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Sorcery

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