## 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


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Esper Charm (W)(U)(B)

Instant

Choose one --
* Destroy target enchantment.
* Draw two cards.
* Target player discards two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Esper Charm (W)(U)(B)

Instant

Choose one --
* Destroy target enchantment.
* Draw two cards.
* Target player discards two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Fatal Push (B)

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## 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.

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

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## 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 PLAY botbox.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 PLAY botbox.dev

## Grief (2)(B)(B)

Creature -- Elemental Incarnation

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke--Exile a black card from your hand.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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## 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 PLAY botbox.dev

## Not Dead After All (B)

Instant

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

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Instant

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Obscura Charm {W}{U}{B}

Instant

Choose one --
* Return target multicolored permanent card with mana value 3 or less from your graveyard to the battlefield tapped.
* Counter target instant or sorcery spell.
* Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orcish Bowmasters {1}{B}

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - albertoSD - Modern (Modern Challenge 64)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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## Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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## Satoru, the Infiltrator {U}{B}

Legendary Creature -- Human Ninja Rogue

Menace
Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - albertoSD - Modern (Modern Challenge 64)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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 PLAY botbox.dev

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Creature -- Elemental Incarnation

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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 PLAY botbox.dev

## Soulherder {1}{W}{U}

Creature -- Spirit

Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature.
At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - albertoSD - Modern (Modern Challenge 64)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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## Subtlety 2UU

Creature -- Elemental Incarnation

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Subtlety 2UU

Creature -- Elemental Incarnation

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Flying
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**3/3**

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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
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Evoke--Exile a blue card from your hand.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Teferi, Time Raveler 1WU

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.

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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

L 4

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

## 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

## Cursed Totem {2}

Artifact

Activated abilities of creatures can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Damping Sphere {2}

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Damping Sphere {2}

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orvar, the All-Form {3}{U}

Legendary Creature -- Shapeshifter

Changeling
Whenever you cast an instant or sorcery spell, if it targets one or more other permanents you control, create a token that's a copy of one of those permanents.
When a spell or ability an opponent controls causes you to discard this card, create a token that's a copy of target permanent.

[sideboard]

3/3

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## Pest Control {W}{B}

Sorcery

Destroy all nonland permanents with mana value 1 or less.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

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Sorcery

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Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stony Silence {1}{W}

Enchantment

Activated abilities of artifacts can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stony Silence {1}{W}

Enchantment

Activated abilities of artifacts can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Supreme Verdict {1}{W}{W}{U}

Sorcery

This spell can't be countered.
Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thoughtseize {B}

Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tormod's Crypt {0}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wispmare {2}{W}

Creature -- Elemental

Flying
When this creature enters, destroy target enchantment.
Evoke {W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sideboard]

1/3

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