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| <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>6</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Blast Zone</div></div><div>Land</div><div>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chromatic Sphere</div><div>1</div></div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Chromatic Sphere</div><div>1</div></div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Chromatic Sphere</div><div>1</div></div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            |

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| <div><div><div>Chromatic Sphere</div><div>1</div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact:<br/>Add one mana of any color. Draw a<br/>card. (Activate only as an instant.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                         | <div><div><div>Chromatic Star</div><div>1</div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact:<br/>Add one mana of any color.<br/>When this artifact is put into a<br/>graveyard from the battlefield, draw<br/>a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Chromatic Star</div><div>1</div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact:<br/>Add one mana of any color.<br/>When this artifact is put into a<br/>graveyard from the battlefield, draw<br/>a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Chromatic Star</div><div>1</div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact:<br/>Add one mana of any color.<br/>When this artifact is put into a<br/>graveyard from the battlefield, draw<br/>a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Chromatic Star</div><div>1</div></div><div>Artifact</div><div><div>{1}, {T}, Sacrifice this artifact:<br/>Add one mana of any color.<br/>When this artifact is put into a<br/>graveyard from the battlefield, draw<br/>a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Expedition Map</div><div>1</div></div><div>Artifact</div><div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                         | <div><div><div>Expedition Map</div><div>1</div></div><div>Artifact</div><div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                         | <div><div><div>Expedition Map</div><div>1</div></div><div>Artifact</div><div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                         |

①

{2}, {T}, Sacrifice this artifact:  
Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

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## Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target land. Its controller may
search their library for a basic
land card, put it onto the
battlefield, then shuffle.
```

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⑦

[+4]: Target player exiles a card from their hand.

[-3]: Exile target permanent.

[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

```
[+4]: Target player exiles a card
from their hand.
[-3]: Exile target permanent.
[-14]: Restart the game, leaving in
exile all non-Aura permanent cards
exiled with Karn. Then put those
cards onto the battlefield under
your control.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

```
[+4]: Target player exiles a card
from their hand.
[-3]: Exile target permanent.
[-14]: Restart the game, leaving in
exile all non-Aura permanent cards
exiled with Karn. Then put those
cards onto the battlefield under
your control.
```

**L 6**

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⑦

[+4]: Target player exiles a card from their hand.

[-3]: Exile target permanent.

[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.

**L 6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Activated abilities of artifacts your opponents control can't be activated.

[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.

[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Activated abilities of artifacts your opponents control can't be activated.

[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.

[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Activated abilities of artifacts your opponents control can't be activated.

[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.

[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

{4}, {T}: Put a fate counter on target permanent.

{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

{4}, {T}: Put a fate counter on target permanent.

{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

{4}, {T}: Put a fate counter on target permanent.

{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

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## Land

**{T}: Add {C}.**  
Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.

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## Basic Snow Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Snow Land -- Forest

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Beast

When this creature enters, you gain 5 life.

When this creature leaves the battlefield, create a 3/3 green Beast creature token.

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Creature -- Beast

When this creature enters, you gain 5 life.

When this creature leaves the battlefield, create a 3/3 green Beast creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Planeswalker -- Ugin

```
[+2]: Ugin deals 3 damage to any
target.
[-X]: Exile each permanent with mana
value X or less that's one or more
colors.
[-10]: You gain 7 life, draw seven
cards, then put up to seven
permanent cards from your hand onto
the battlefield.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Ugin, the Spirit Dragon ⑧</div><div>Legendary Planeswalker -- Ugin</div><div><div>[+2]: Ugin deals 3 damage to any target.</div><div>[-X]: Exile each permanent with mana value X or less that's one or more colors.</div><div>[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</div></div><div>L 7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ulamog, the Ceaseless Hunger ⑩</div><div>Legendary Creature -- Eldrazi</div><div><div>When you cast this spell, exile two target permanents.</div><div>Indestructible</div><div>Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.</div></div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ulamog, the Ceaseless Hunger ⑩</div><div>Legendary Creature -- Eldrazi</div><div><div>When you cast this spell, exile two target permanents.</div><div>Indestructible</div><div>Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.</div></div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |
| <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             |
| <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Warping Wail</div><div>Instant</div><div>(C represents colorless mana.)<br/>Choose one --<br/>* Exile target creature with power or toughness 1 or less.<br/>* Counter target sorcery spell.<br/>* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Warping Wail</b> ①③<br>Instant<br>({C} represents colorless mana.)<br>Choose one --<br>* Exile target creature with power or toughness 1 or less.<br>* Counter target sorcery spell.<br>* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wurmcoil Engine</b> ⑥<br>Artifact Creature -- Phyrexian Wurm<br>Deathtouch, lifelink<br>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wurmcoil Engine</b> ⑥<br>Artifact Creature -- Phyrexian Wurm<br>Deathtouch, lifelink<br>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wurmcoil Engine</b> ⑥<br>Artifact Creature -- Phyrexian Wurm<br>Deathtouch, lifelink<br>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Bottle Gnomes</b> ③<br>Artifact Creature -- Gnome<br>Sacrifice this creature: You gain 3 life.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                          | <b>Crucible of Worlds</b> ③<br>Artifact<br>You may play lands from your graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                          | <b>Ensnaring Bridge</b> ③<br>Artifact<br>Creatures with power greater than the number of cards in your hand can't attack.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                   | <b>Grafdigger's Cage</b> ①<br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                |

Playtest cards - EddDeedoo - Modern (Modern 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 8/10 - 8 cards - 2.5 x 3.5 in each



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| <div> <div> Veil of Summer 6 </div> <div> Instant </div> <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Weather the Storm 16 </div> <div> Instant </div> <div> <p>You gain 3 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Weather the Storm 16 </div> <div> Instant </div> <div> <p>You gain 3 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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