

Academy Ruins

Legendary Land

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{T}: Add {C}.
{1}{U}, {T}: Put target artifact
card from your graveyard on top of
your library.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Stirrings

Sorcery

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.

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Assassin's Trophy

Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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Barkchannel Pathway

Land

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

- - - BACK FACE - - -

Tidechannel Pathway

Land

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

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Barkchannel Pathway Land {T}: Add {G}. ----- BACK FACE ----- Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Codex Shredder ① Artifact {T}: Target player mills a card. (They put the top card of their library into their graveyard.) {5}, {T}, Sacrifice this artifact: Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Codex Shredder ① Artifact {T}: Target player mills a card. (They put the top card of their library into their graveyard.) {5}, {T}, Sacrifice this artifact: Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Codex Shredder ① Artifact {T}: Target player mills a card. (They put the top card of their library into their graveyard.) {5}, {T}, Sacrifice this artifact: Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Codex Shredder1 Artifact {T}: Target player mills a card. (They put the top card of their library into their graveyard.) {5}, {T}, Sacrifice this artifact: Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. 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
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B

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.

{T}: Add {C}.

{4}, {T}, Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Players play with the top card of their libraries revealed.

{T}, Sacrifice this artifact: Target player shuffles.

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As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Pyxis of Pandemonium ①

Artifact

{T}: Each player exiles the top card of their library face down.

{7}, {T}, Sacrifice this artifact: Each player turns face up all cards they own exiled with this artifact, then puts all permanent cards among them onto the battlefield.

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Snow-Covered Island

Basic Snow Land -- Island

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

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Spire of Industry

Land

{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact.

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Sword of the Meek ②

Artifact -- Equipment

Equipped creature gets +1/+2.
Equip {2}
Whenever a 1/1 creature you control enters, you may return this card from your graveyard to the battlefield, then attach it to that creature.

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Talisman of Curiosity ②

Artifact

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{T}: Add {C}.
{T}: Add {G} or {U}. This artifact
deals 1 damage to you.
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Playtest cards - AngledLuffa - 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 6/10 - 8 cards - 2.5 x 3.5 in each

Whir of Invention (X)(U)(U)(U) Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whir of Invention (X)(U)(U)(U) Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whir of Invention (X)(U)(U)(U) Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witchbane Orb (4) Artifact When this artifact enters, destroy all Curses attached to you. You have hexproof. (You can't be the target of spells or abilities your opponents control, including Aura spells.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ashiok, Dream Render (1)(U/B)(U/B) Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render (1)(U/B)(U/B) Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 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	Leyline of Sanctity (2)(W)(W) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity ②④④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity ②④④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Sanctity ②④④ Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb ① Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Notion Thief ②④④ Creature -- Human Rogue Flash If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Padeem, Consul of Innovation ③④ Legendary Creature -- Vedalken Artificer Artifacts you control have hexproof. (They can't be the targets of spells or abilities your opponents control.) At the beginning of your upkeep, if you control the artifact with the greatest mana value or tied for the greatest mana value, draw a card. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sen Triplets ②④④④ Legendary Artifact Creature -- Human Wizard At the beginning of your upkeep, choose target opponent. This turn, that player can't cast spells or activate abilities and plays with their hand revealed. You may play lands and cast spells from that player's hand this turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorcerous Spyglass ② Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spellskite 2 Artifact Creature -- Phyrexian Horror {U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction BP Instant ({B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Welding Jar 8 Artifact Sacrifice this artifact: Regenerate target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	