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| <div><div><div>Batterskull</div><div>5</div></div><div>Artifact -- Equipment</div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br/>Equipped creature gets +4/+4 and has vigilance and lifelink.<br/>{3}: Return this Equipment to its owner's hand.<br/>Equip {5}</div><div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Birds of Paradise</div><div>6</div></div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div><div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                 | <div><div><div>Birds of Paradise</div><div>6</div></div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div><div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                             | <div><div><div>Breeding Pool</div></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                        |
| <div><div><div>Censor</div><div>1U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {1}.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                              | <div><div><div>Censor</div><div>1U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {1}.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Detention Sphere</div><div>1WU</div></div><div>Enchantment</div><div>When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent.<br/>When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Field of Ruin</div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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 PLAY botbox.dev

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 PLAY botbox.dev

## 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 PLAY botbox.dev

## 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.

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## Land -- Plains Island

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

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## Land

{T}, Pay 1 life: Add {G} or {W}.  
 {1}, {T}, Sacrifice this land: Draw  
 a card.

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## Snow Creature -- Snake

Flash  
Flying  
When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow Creature -- Snake

Flash  
Flying  
When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

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| <div><div><div>Ice-Fang Coat1</div><div><div>G</div><div>U</div></div></div><div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ice-Fang Coat1</div><div><div>G</div><div>U</div></div></div><div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Jace, the Mind Sculptor</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Legendary Planeswalker -- Jace</div><div>[+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/>[0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/>[-1]: Return target creature to its owner's hand.<br/>[-12]: Exile all cards from target player's library, then that player shuffles their hand into their library.</div><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Jace, the Mind Sculptor</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Legendary Planeswalker -- Jace</div><div>[+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/>[0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/>[-1]: Return target creature to its owner's hand.<br/>[-12]: Exile all cards from target player's library, then that player shuffles their hand into their library.</div><div><div>L 3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Misty Rainforest</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                | <div><div><div>Misty Rainforest</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                | <div><div><div>Misty Rainforest</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                 | <div><div><div>Misty Rainforest</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                 |



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| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      |
| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell Queller</div><div>1WU</div><div>Creature -- Spirit</div><div>Flash<br/>Flying<br/>When this creature enters, exile target spell with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Spell Queller</b> (1)(W)(U)<br>Creature -- Spirit<br>Flash<br>Flying<br>When this creature enters, exile target spell with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sword of Feast and Famine</b> (3)<br>Artifact -- Equipment<br>Equipped creature gets +2/+2 and has protection from black and from green.<br>Whenever equipped creature deals combat damage to a player, that player discards a card and you untap all lands you control.<br>Equip {2}           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

**Playtest cards - yume-mana - 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

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| <div> <b>Teferi, Time Raveler</b> <span>1WU</span> </div> <div>           Legendary Planeswalker -- Teferi         </div> <div> <p>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.</p> </div> <div> <div>L4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Teferi, Time Raveler</b> <span>1WU</span> </div> <div>           Legendary Planeswalker -- Teferi         </div> <div> <p>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.</p> </div> <div> <div>L4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                       | <div> <b>Teferi, Time Raveler</b> <span>1WU</span> </div> <div>           Legendary Planeswalker -- Teferi         </div> <div> <p>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.</p> </div> <div> <div>L4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                       | <div> <b>Temple Garden</b> </div> <div>           Land -- Forest Plains         </div> <div> <p>{T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Tireless Tracker</b> <span>2G</span> </div> <div>           Creature -- Human Scout         </div> <div> <p>Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature.</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                 | <div> <b>Uro, Titan of Nature's Wrath</b> <span>1GU</span> </div> <div>           Legendary Creature -- Elder Giant         </div> <div> <p>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Uro, Titan of Nature's Wrath</b> <span>1GU</span> </div> <div>           Legendary Creature -- Elder Giant         </div> <div> <p>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Waterlogged Grove</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life: Add {G} or {U}. {1}, {T}, Sacrifice this land: Draw a card.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                |

Playtest cards - yume-mana - 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 7/10 - 8 cards - 2.5 x 3.5 in each

## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Windswept Heath

Land

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Windswept Heath

Land

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

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## Aether Gust

① ②

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Aether Gust

① ②

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Aether Gust

①②

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ashiok, Dream Render** (1)(U/B)(U/B)

① ② ③

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]

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## Playtest cards - yume-mana - Modern (Modern League)

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



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| <p><b>Ashiok, Dream Render</b> (1)(U/B)(U/B)</p> <p>Legendary Planeswalker -- Ashiok</p> <p>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Batterskull</b> (5)</p> <p>Artifact -- Equipment</p> <p>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br/>Equipped creature gets +4/+4 and has vigilance and lifelink.<br/>{3}: Return this Equipment to its owner's hand.<br/>Equip {5}</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Eidolon of Rhetoric</b> (2)(W)</p> <p>Enchantment Creature -- Spirit</p> <p>Each player can't cast more than one spell each turn.</p> <p>[sideboard]</p> <p>1/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                 | <p><b>Knight of Autumn</b> (1)(G)(W)</p> <p>Creature -- Dryad Knight</p> <p>When this creature enters, choose one --<br/>* Put two +1/+1 counters on this creature.<br/>* Destroy target artifact or enchantment.<br/>* You gain 4 life.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                            |
| <p><b>On Thin Ice</b> (W)</p> <p>Snow Enchantment -- Aura</p> <p>Enchant snow land you control<br/>When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                             | <p><b>Rest in Peace</b> (1)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                     | <p><b>Rest in Peace</b> (1)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Shark Typhoon</b> (5)(U)</p> <p>Enchantment</p> <p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.<br/>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)<br/>When you cycle this card, create an X/X blue Shark creature token with flying.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - yume-mana - Modern (Modern League)

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

## Timely Reinforcements (2)(W)

### Sorcery

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

[sideboard]

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## Timely Reinforcements (2)(W)

### Sorcery

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

[sideboard]

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## Veil of Summer (G)

### Instant

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.)

[sideboard]

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