

Breeding Pool Land -- Forest Island ([T]): Add [G] 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	Consult the Star Charts 1U Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consult the Star Charts 1U Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consult the Star Charts 1U Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day's Undoing ②① Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.) 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	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 Negation ①①① 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	Geier Reach Sanitarium Legendary Land {T}: Add {C}. {2}, {T}: Each player draws a card, then discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hall of Storm Giants Land If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Island Basic Land -- Island ([T]): Add [U].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ([T]): Add [U].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Isochron Scepter Artifact Imprint -- When this artifact enters, you may exile an instant card with mana value 2 or less from your hand. [2], [T]: You may copy the exiled card. If you do, you may cast the copy without paying its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed Sorcery Draw three cards. Islandcycling [1] ([1], Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Otherworldly Light Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs [2] less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. 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

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	Monumental Henge Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. (Artifacts, legends, and Sagas are historic.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Gate Land {T}: Add {C}. {W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Gate Land {T}: Add {C}. {W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Narset, Parter of Veils 1UU Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narset, Parter of Veils 1UU Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narset, Parter of Veils 1UU Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Orim's Chant Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Chant Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Chant Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev
Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

(X) (W)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ W W

When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.

Evoked--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.

Evoked--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ ⑤

When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.

Evoked--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.

Evoked--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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Counter target spell with mana value
2.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

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

① W W U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W U

[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.

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[-3]: Put target nonland permanent
into its owner's library third from
the top.
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[ -8]: You get an emblem with
"Whenever you draw a card, exile
target permanent an opponent
controls."
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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

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

① W U

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.

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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

Land -- Island Mountain

(**{T}**): Add **{U}** or **{R}**.)
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

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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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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beza, the Bounding Spring (2)(W)(W)

Legendary Creature -- Elemental Elk

When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Purge (1)(W)

Instant

Exile target black or red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Purge (1)(W)

Instant

Exile target black or red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory (U)

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 U 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 U 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	Day's Undoing 2 U Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Noon 1 W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kaheera, the Orphanguard 1 G/W G/W Legendary Creature -- Cat Beast Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Vigilance Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2 U 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	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - F4SE - Modern (Modern Gold 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 9/10 - 8 cards - 2.5 x 3.5 in each

Stern Scolding U Instant Counter target creature spell with power or toughness 2 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Supreme Verdict 1WWU Sorcery This spell can't be countered. Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies XWW 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	