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| <div><div><div>Astral Cornucopia</div><div><div>X</div><div>X</div><div>X</div></div></div><div>Artifact</div><div><p>This artifact enters with X charge counters on it.</p><p>{T}: Choose a color. Add one mana of that color for each charge counter on this artifact.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                      | <div><div><div>Astral Cornucopia</div><div><div>X</div><div>X</div><div>X</div></div></div><div>Artifact</div><div><p>This artifact enters with X charge counters on it.</p><p>{T}: Choose a color. Add one mana of that color for each charge counter on this artifact.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                      | <div><div><div>Astral Cornucopia</div><div><div>X</div><div>X</div><div>X</div></div></div><div>Artifact</div><div><p>This artifact enters with X charge counters on it.</p><p>{T}: Choose a color. Add one mana of that color for each charge counter on this artifact.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Astral Cornucopia</div><div><div>X</div><div>X</div><div>X</div></div></div><div>Artifact</div><div><p>This artifact enters with X charge counters on it.</p><p>{T}: Choose a color. Add one mana of that color for each charge counter on this artifact.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          |
| <div><div><div>Blast Zone</div></div><div>Land</div><div><p>This land enters with a charge counter on it.</p><p>{T}: Add {C}.</p><p>{X}{X}, {T}: Put X charge counters on this land.</p><p>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Blast Zone</div></div><div>Land</div><div><p>This land enters with a charge counter on it.</p><p>{T}: Add {C}.</p><p>{X}{X}, {T}: Put X charge counters on this land.</p><p>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Buried Ruin</div></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Return target artifact card from your graveyard to your hand.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                            | <div><div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div><div>Artifact</div><div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Chalice of the Void</div><div>(X)(X)</div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Chalice of the Void</div><div>(X)(X)</div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Chalice of the Void</div><div>(X)(X)</div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Coretapper</div><div>2</div></div> <div>Artifact Creature -- Myr</div> <div><p>{T}: Put a charge counter on target artifact.</p><p>Sacrifice this creature: Put two charge counters on target artifact.</p></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Coretapper</div><div>2</div></div> <div>Artifact Creature -- Myr</div> <div><p>{T}: Put a charge counter on target artifact.</p><p>Sacrifice this creature: Put two charge counters on target artifact.</p></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                              | <div><div>Coretapper</div><div>2</div></div> <div>Artifact Creature -- Myr</div> <div><p>{T}: Put a charge counter on target artifact.</p><p>Sacrifice this creature: Put two charge counters on target artifact.</p></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                              | <div><div>Coretapper</div><div>2</div></div> <div>Artifact Creature -- Myr</div> <div><p>{T}: Put a charge counter on target artifact.</p><p>Sacrifice this creature: Put two charge counters on target artifact.</p></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                              | <div><div>Ensnaring Bridge</div><div>3</div></div> <div>Artifact</div> <div><p>Creatures with power greater than the number of cards in your hand can't attack.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                 |

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| <div><div>Everflowing Chalice</div><div>Artifact</div><div>Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Everflowing Chalice</div><div>Artifact</div><div>Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Everflowing Chalice</div><div>Artifact</div><div>Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Everflowing Chalice</div><div>Artifact</div><div>Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.) This artifact enters with a charge counter on it for each time it was kicked. {T}: Add {C} for each charge counter on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               |

## Ghost Quarter

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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## Inventors' Fair

## Legendary Land

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.

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## Karn, the Great Creator ④

Legendary Planeswalker -- Karn

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**

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**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mystic Forge ④

Artifact

You may look at the top card of your library any time.

You may cast artifact spells and colorless spells from the top of your library.

**[T],** Pay 1 life: Exile the top card of your library.

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## Mystic Forge ④

Artifact

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You may cast artifact spells and colorless spells from the top of your library.  
{T}, Pay 1 life: Exile the top card of your library.

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| <div><div><div>Mystic Forge</div><div>4</div></div><div>Artifact</div><div>You may look at the top card of your library any time.<br/>You may cast artifact spells and colorless spells from the top of your library.<br/>{T}, Pay 1 life: Exile the top card of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mystic Forge</div><div>4</div></div><div>Artifact</div><div>You may look at the top card of your library any time.<br/>You may cast artifact spells and colorless spells from the top of your library.<br/>{T}, Pay 1 life: Exile the top card of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Paradox Engine</div><div>5</div></div><div>Legendary Artifact</div><div>Whenever you cast a spell, untap all nonland permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div><div>Paradox Engine</div><div>5</div></div><div>Legendary Artifact</div><div>Whenever you cast a spell, untap all nonland permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |
| <div><div><div>Sea Gate Wreckage</div><div></div></div><div>Land</div><div>{T}: Add {C}. ({C} represents colorless mana.)<br/>{2}{C}, {T}: Draw a card. Activate only if you have no cards in hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Surge Node</div><div>1</div></div><div>Artifact</div><div>This artifact enters with six charge counters on it.<br/>{1}, {T}, Remove a charge counter from this artifact: Put a charge counter on target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Surge Node</div><div>1</div></div><div>Artifact</div><div>This artifact enters with six charge counters on it.<br/>{1}, {T}, Remove a charge counter from this artifact: Put a charge counter on target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Surge Node</div><div>1</div></div><div>Artifact</div><div>This artifact enters with six charge counters on it.<br/>{1}, {T}, Remove a charge counter from this artifact: Put a charge counter on target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Surge Node</div> <div>1</div> </div> <div>Artifact</div> <div> <p>This artifact enters with six charge counters on it.</p> <p>{1}, {T}, Remove a charge counter from this artifact: Put a charge counter on target artifact.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                           | <div> <div>Ugin, the Ineffable</div> <div>6</div> </div> <div>Legendary Planeswalker -- Ugin</div> <div> <p>Colorless spells you cast cost {2} less to cast.</p> <p>[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.</p> <p>[-3]: Destroy target permanent that's one or more colors.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ugin, the Ineffable</div> <div>6</div> </div> <div>Legendary Planeswalker -- Ugin</div> <div> <p>Colorless spells you cast cost {2} less to cast.</p> <p>[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.</p> <p>[-3]: Destroy target permanent that's one or more colors.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ugin, the Ineffable</div> <div>6</div> </div> <div>Legendary Planeswalker -- Ugin</div> <div> <p>Colorless spells you cast cost {2} less to cast.</p> <p>[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.</p> <p>[-3]: Destroy target permanent that's one or more colors.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Ugin, the Ineffable</div> <div>6</div> </div> <div>Legendary Planeswalker -- Ugin</div> <div> <p>Colorless spells you cast cost {2} less to cast.</p> <p>[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.</p> <p>[-3]: Destroy target permanent that's one or more colors.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Urza's Mine</div> </div> <div>Land -- Urza's Mine</div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                           | <div> <div>Urza's Mine</div> </div> <div>Land -- Urza's Mine</div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                           | <div> <div>Urza's Mine</div> </div> <div>Land -- Urza's Mine</div> <div> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                           |

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| <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</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>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>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</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>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</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>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</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>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

## Urza's Tower

Land - - Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

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## Walking Ballista

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.  
{4}: Put a +1/+1 counter on this creature.  
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

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Artifact Creature -- Construct

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Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

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## Wastes

|            |
|------------|
| Basic Land |
|------------|

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

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## Ensnaring Bridge

Artifact

Creatures with power greater than the number of cards in your hand can't attack.

[sideboard]

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## Liquimetal Coating

Artifact

{T}: Target permanent becomes an artifact in addition to its other types until end of turn.

[sideboard]

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## Paradox Engine

Legendary Artifact

Whenever you cast a spell, untap all nonland permanents you control.

[sideboard]

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## Pithing Needle

Artifact

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.

[sideboard]

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| <div> <div> Warping Wail <div> <div>1</div> <div>C</div> </div> </div> <div> Instant <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}."<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Witchbane Orb <div> <div>4</div> </div> </div> <div> Artifact <div> 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.)<br/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Wurmcoil Engine <div> <div>6</div> </div> </div> <div> Artifact Creature -- Phyrexian Wurm <div> 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/><br/> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div> <div>6/6</div> </div> </div> </div> |  |
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Playtest cards - Hampuse1 - 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 10/10 - 3 cards - 2.5 x 3.5 in each